

# MEGAMAN™ BATTLE NETWORK WHITE 3

OFFICIAL STRATEGY GUIDE

COVERS  
WHITE AND  
BLUE

BY GREG SEPELAK

# MEGAMAN™ BATTLE NETWORK BLUE 3

OFFICIAL STRATEGY GUIDE



This game  
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CAPCOM®

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## OFFICIAL STRATEGY GUIDE

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MEGAMAN BATTLE NETWORK™ 3 WHITE

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MEGAMAN BATTLE NETWORK™ 3 BLUE

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## CONTENTS

### PART 1 - Jack In!

Introduction and Overview	4
Main Characters	6
Chips and Navis	13

### PART 2 - The WWW's Revenge

2.1: Back to School (Boss: FlashMan.EXE)	18
2.2: O Brother Where Art Thou? (Boss: BeastMan.EXE)	25
2.3: Not So Tiny Bubbles (Boss: BubbleMan.EXE)	33
2.4: There Can Be Only One (Boss: DesertMan.EXE)	40
2.5: Inhospitable (Boss: PlantMan.EXE)	48
2.6: The Match Game (Boss: FlameMan.EXE)	54
2.7: Under the C: (Boss: DrillMan.EXE)	62
2.8: The Fated Showdown (Boss: Bass.EXE, Proto)	72
2.9: Secret Levels & Bosses (Serenade.EXE, Bass.EXE)	82
BONUS 1: Enemy and Mystery Data	94
BONUS 2: Lan & Megs: Freelance NetBattlers! (Optional Jobs)	95

### PART 3 - Datafiles

Battle Chips List	100
Preset Folders List	120
Program Advances List	121
Style Changes List	123
Virus List	125



# JACK IN!

In the year 20XX...

A new age of the Internet has dawned. Across the globe, the PET (Personal Terminal) handheld computer has become a vital tool for everyday life, and is more commonplace than the cellular phones of decades past. The true genius and usefulness of the PET, however lies within a specific program contained within each one, the NetNavi.

A NetNavi is a powerful artificial intelligence program that acts as a personal assistant to the PET owner. By plugging the PET into a computer logged onto the Internet (or any electronic device with a "jack-in" port), a PET operator can send their NetNavi into it to perform numerous functions. The proliferation of NetNavis on the Internet has created a digital mirror-world, a vast cyberscape of information complete with shops and "towns."

But with this new technology comes new dangers. The Internet can be a dangerous place for an unwary NetNavi. Virus programs lurk in less well-protected areas of the 'net, ready to delete Navis. In the last few years there has also been an alarming rise in hacking and Net-Crimes. To combat these dangers, PET owners install special programs called "Battle Chips" into their PETs, which give their Navis new method of deleting viruses and enemy Navis. Virus-Busting has become such a necessary skill that it is even required curriculum in elementary schools, and across the globe leagues of professional Net-Battlers have been formed to combat Internet crime.

Twice in the last year, the world has found itself in the brink of disaster at the hands of net-criminals. And twice the world has been saved by a rather unlikely duo, Lan Hikari, a fifth-grader from ACDC Town, and his NetNavi best friend MegaMan.EXE. Having thwarted the plans of Wily's World Three organization and the net-mafia known as Gospel, Lan is looking forward to relaxing with his friends Mayl, Dex and Yai without having to worry about net-crimes.

But someone with a grudge to bear and revenge on his mind has started a new plan to bring the world to its knees and Lan and MegaMan.EXE are on the hit list.

## Overview

While *MegaMan Battle Network 3* packs in plenty of frantic dodge-and-shoot action, the real depth to the game lies in its customization and sheer number of options. As you progress through the story, you can collect over 300 different Battle Chips that give MegaMan new powers, as well as the ability to change MegaMan's standard moves and strengths through Style Changes and the Navi Customizer. While you really only need a fraction of these to complete the story, any hardened NetBattler knows that the real goal is to grab every known Chip and upgrade there is to be had!

Successfully battling Viruses and enemy Navis requires more than just strong Chips, though. It takes some thought to string together the right Chips for the right situation, quick reflexes to dodge enemy attacks while throwing your own in, and plenty of good old-fashioned luck.

## White or Blue?

As you stare at the game boxes in their protective case, you're probably wondering which of the two versions of *MegaMan Battle Network 3* you should buy. The story is completely unchanged between the two versions, though there are countless graphical differences and some associated text changes throughout the two.





If you're a novice to the series or aren't really foreseeing trying for the super-ridiculously-rare Chips in the game, *White* is probably the version for you. *Blue* has almost everything that you can find in *White* and then some, but there are some notable differences that make *Blue* the more difficult of the two, but the more appealing for completists.

To start with, the Chip Dealers found throughout the game stock different Chips in each version. In *Blue*, the stock is also more expensive, meaning you have to do more work to buy them.

Each version has a Style Change not available in the other. *White* has the Ground Style, a panel-crushing form. But *Blue* replaces this with the mysterious Shadow Style, which focuses on evasion rather than attacking.



The NetBattler Mr. Famous appears only in poster form in *White*, but you can meet him in the flesh in *Blue*, as well as battle his new Navi Punk. Also, one of the latter sub-boss Navis in *White* has been replaced with an entirely different Navi in *Blue*.

Finally, each version has five Giga-Class Chips that are entirely unique to their cartridge. So unique that you can't even trade them through the Game Boy Link!

Of course, you *could* always buy *both* versions...





# MAIN CHARACTERS

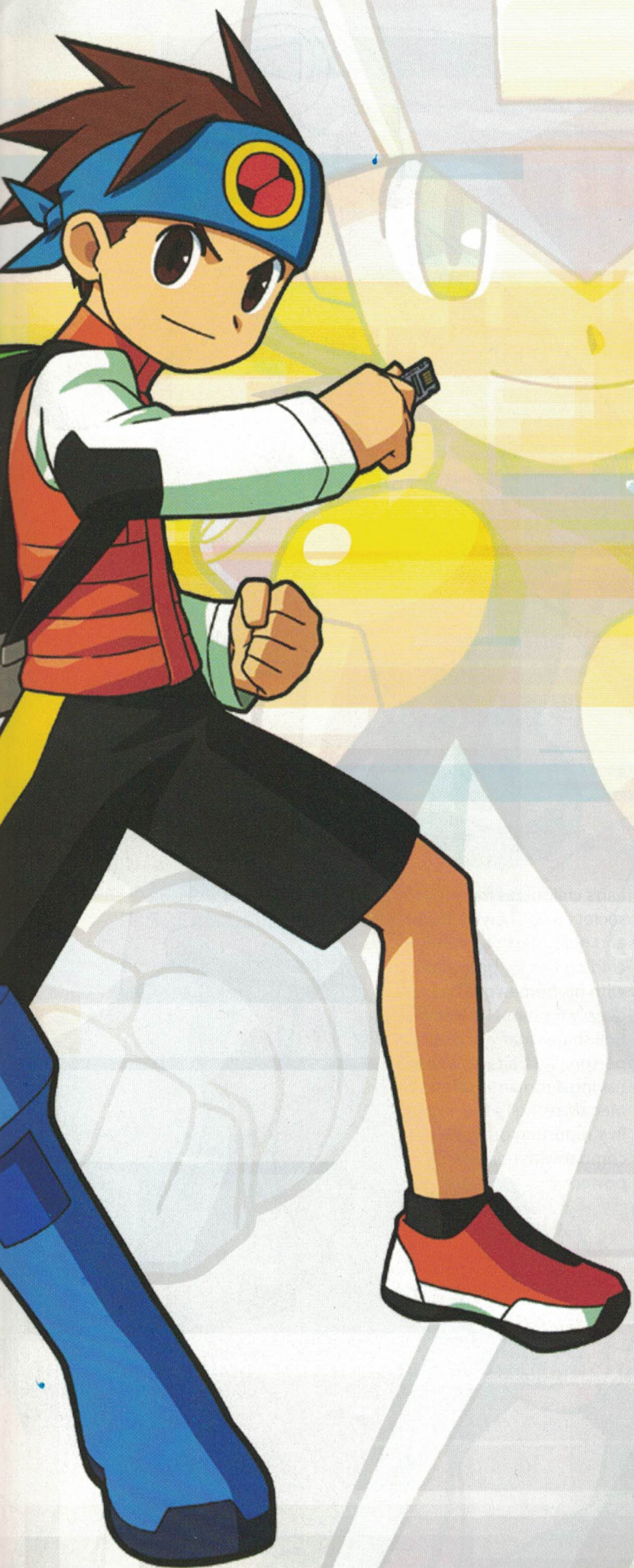


## Lan Hikari and MegaMan.EXE

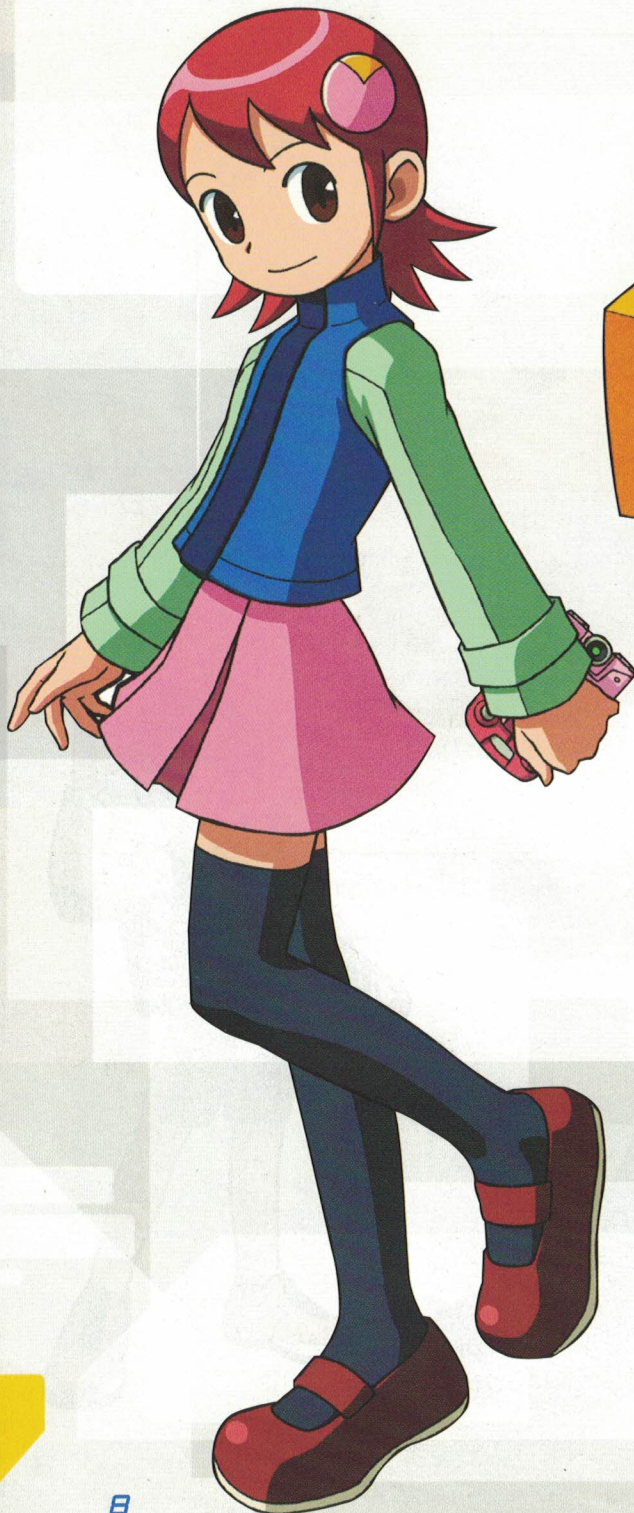
Lan is the son of one of the world's premier programmers, and the operator of one of the most unique NetNavis ever developed, MegaMan.EXE. Lan is excitable and dreams of being the #1 official Net-Battler ever, which often makes him forget his assignments and neglect his non-NetBattling schoolwork. MegaMan is more than just a Navi. Programmed with the mind of Lan's departed brother Hub, who died as a baby, his potential power level is limitless. MegaMan is endlessly brave and does everything he has to prevent criminals from taking over the Internet. The two bicker from time to time, but are truly best friends, as brothers should be.











## Mayl and Roll.EXE

Lan's childhood friend (and secret crush), Mayl is studious and neat. She's constantly chiding Lan for being late with his homework, but cares deeply for him. Her NetNavi Roll shares many of Mayl's personality traits, as well as having a romantic interest in MegaMan. Roll's specialty is in supporting other Navis in combat with her healing powers.



## Dex and GutsMan.EXE

Large for his age, Dex started off the school year as something of a bully, but soon became Lan's good friend. The two have much in common: a love of NetBattling, Chip collecting, and an apparent inability to get their homework done without last-minute panic. Dex's NetNavi, GutsMan, is very much like his operator, a big boy with lots of bluster and muscle to back it up. GutsMan and MegaMan have friendly NetBattles constantly, but GutsMan has yet to defeat the blue Navi.

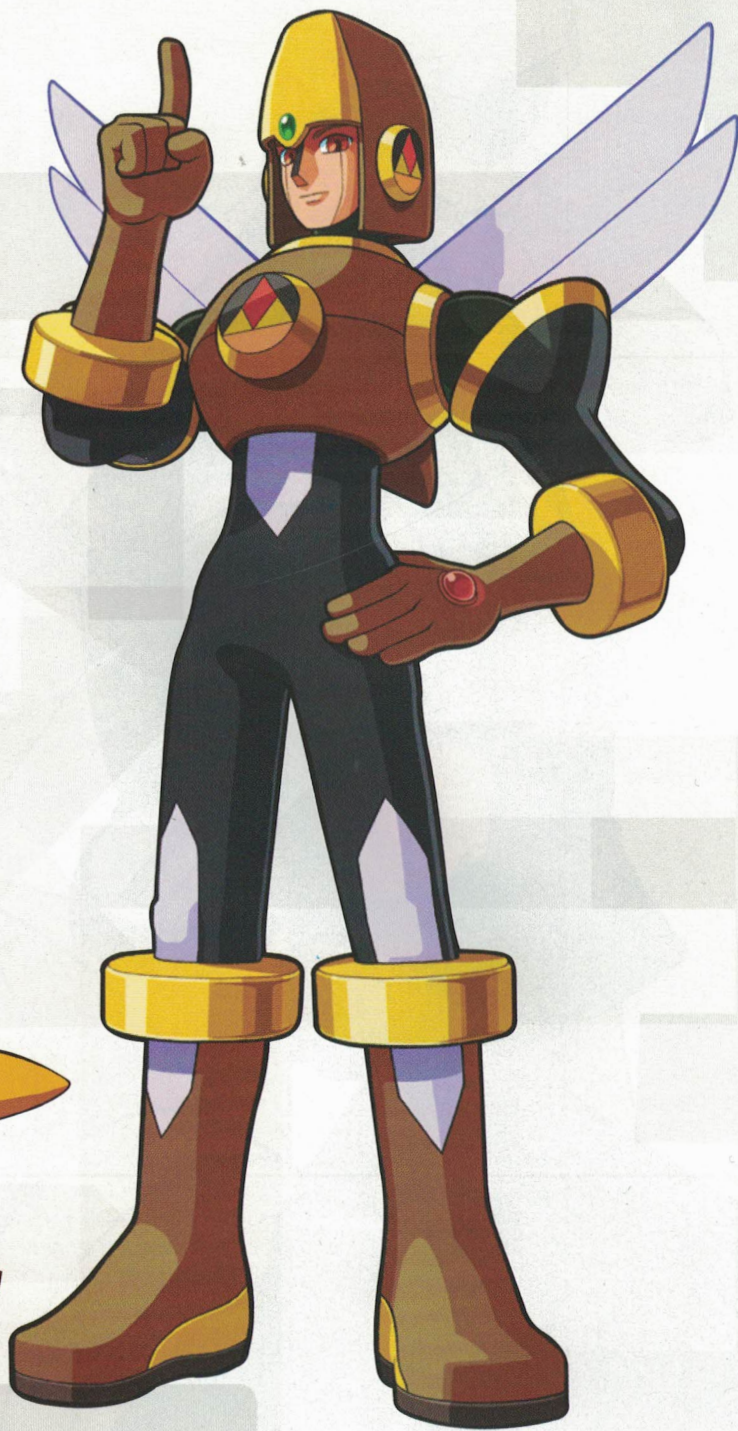






## Yai and Glide.EXE

The richest and smartest girl in ACDC Town, Yai's reached fifth grade at the age of eight. She can be a bit snarky and off-putting at times, but is kind at heart and Mayl's best friend. Her NetNavi, Glide, may seem stuffy and ill-suited to NetBattling, but Yai's family fortunes afford him some of the rarest and most powerful Battle Chips available.





## Eugene Chaud and ProtoMan.EXE

The youngest and most powerful Official NetBattler ever, Eugene is, well, quite a jerk. He's arrogant, condescending, doesn't like working with "kids" like Lan, and even his powerful NetNavi ProtoMan sometimes questions his decisions. But he's also a staunch defender of the innocent who would willingly sacrifice himself to save others.







## Lord Wily

The mysterious leader of the World Three (WWW) organization. Mastermind of most of the high-level net-crimes in the past few years. Thought to have been killed after the Life Virus incident, he's rebuilt his organization of Net-Criminals and is bent on once again bringing the world to its knees. It seems this time he has a hidden ally...





# CHIPS AND NAVIS

## Know Your Chips

Battle Chips are the key to the game. It's not enough to just have Chips with strong damage ratings. Since Chips are randomly chosen out of your Folder, you can't really bank your entire strategy around one powerful Chip. The game's tutorial teaches you the basics of Chip selection (Chip Codes, Support Chips, and discarding Chips), but there's more to be learned.

### FOLDER MANAGEMENT

Don't toss Chips into your Folder based on how much damage they do. It's very important that you keep an eye on the Chip Codes they have as well, since they enable you to use multiple Chips in a single round. While the occasional single powerful Battle Chip can save your hash, so can being able to use a steady string of different Chips. And the more wild-card \*-code Chips you have, the more Chips at your disposal each time you transmit them to MegaMan.

Don't be afraid to completely re-do your Folder for specific battles against boss Navis, either. Later on you earn a second completely customizable Folder, making the process much easier.

### REGULAR CHIP



One Chip may be set up in your Folder as a "Regular" Chip, one that always appears in your Chip Selection menu at the start of every battle. Support Chips like Recov and Atk+ are good general-purpose choices. Or, set up the Regular Chip to ensure that you have a specific Chip to use against a specific foe, or to increase your odds of getting a Program Advance (see "Program Advances"). But there is a catch; you can only set a Chip with a Memory rating less than or equal to your Regular Memory. RegUp items found throughout the game increase your Memory.

### ELEMENTAL CHIPS

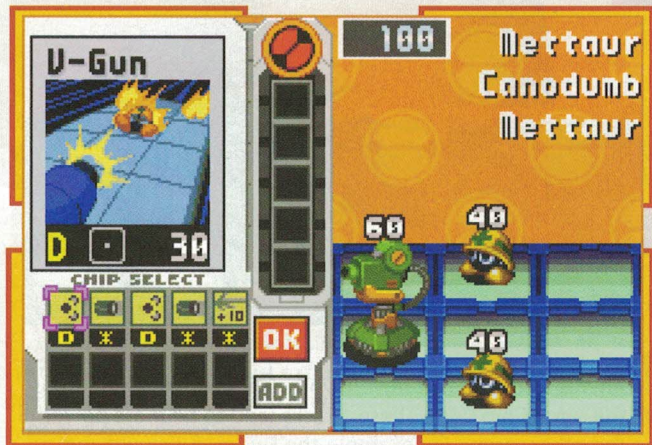
Electricity shocks Water. Water puts out Fire. Fire burns Wood. Wood, um, does really bad things to Electricity (it's a poor electrical conductor). Many Viruses and even some Navis have Elemental codes that can alter the amount of damage they take and dish out. Thankfully, many Chips have Elemental codes, too. Hit a Wood-Element Virus with a Fire-Element attack, and you double the damage the Chip would normally inflict. Hit that Virus when they're on a Grass Panel



and do even more. When you know what kind of enemies you'll be up against in a certain area, fill your deck with Element-advantage Chips.

### CHIP COMBOS

While a single Chip can do considerable damage, stringing together several Chips to use in a row is key to deleting Viruses faster and easier. You've got all the time in the world to decide which Chips to use in what order; don't rush it, try and figure out the best way to use what you have. Be sure to take the opponent's Hit Points, position, movement and Elemental weakness into account.



In this fight against a single Canodumb and two Mettaurs, first select the V-Gun Chip. Its diagonal-back spread hits the two Mettaurs if you target the Canodumb, delivering 30 dmg to each. Select the Atk+10 next to up the power of the V-Gun blast 40, which deletes the Mettaurs in one shot for a Double Delete. Then select the AirShot1 to remove the final 20 HP off the Canodumb. Transmit them to MegaMan, and two quick taps of the A Button later, three deleted Viruses in record time.





## PROGRAM ADVANCES

When you select certain combinations of Chips in a specific order, they react to each other, forming an entirely new program known as a Program Advance. These new attack moves can really finish a fight quickly. There are two different styles of Advances.



In one style, you must select three of the same Chip with sequential Chip Codes, such as Cannon A, Cannon B, and Cannon C. These three combine to form the Z-Cannon program, granting you five seconds of invincibility and multiple cannon shots.



The other is a little less intuitive, involving several different Chips with the same Chip Code. These attacks tend to be more powerful than the other variety. For example, the Sword, WideSword and LongSword Chips can be combined into the DreamSrd Program Advance, which strikes everything within a two-column by three-row area for 400 damage.

MegaMan starts the game pretty weak. (Where *do* all those fancy

## Upgrading and Customizing MegaMan.EXE

powers from before disappear to when sequels roll around?) But Lan can increase his standard abilities with a few Power-Up items, the Style Change, and a new device to the series, the Navi Customizer.



### HPMEMORY

MegaMan won't last long with his Hit Points that low. Raise his base HP with HPMemory items, which can be purchased at NetDealers, found inside Mystery Data gems on the 'net, or even lying around in the street in the real world. Each one boosts his HP by 20 points.



### REGUP

More powerful Chips need more memory in order to be used as a Regular Chip. RegUp items boost your Regular Memory by up to three Megabytes per item. You can't buy these, they must be found on the 'net or on the street.



### SUBMEM

You can only carry four of any SubChip when you begin the game. The SubMem ups this number by one each time. These are quite rare, but valuable assets.

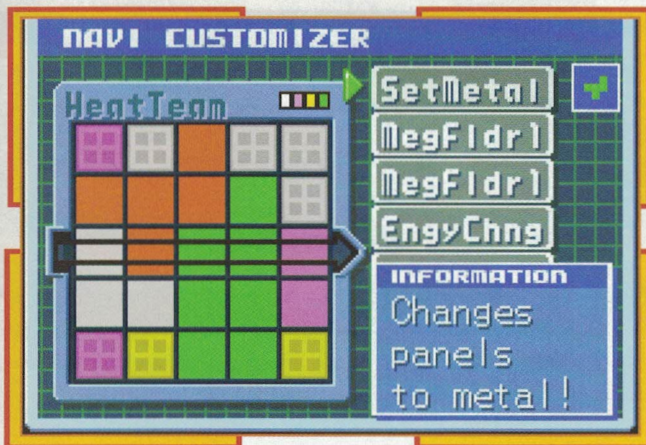


## STYLE CHANGES



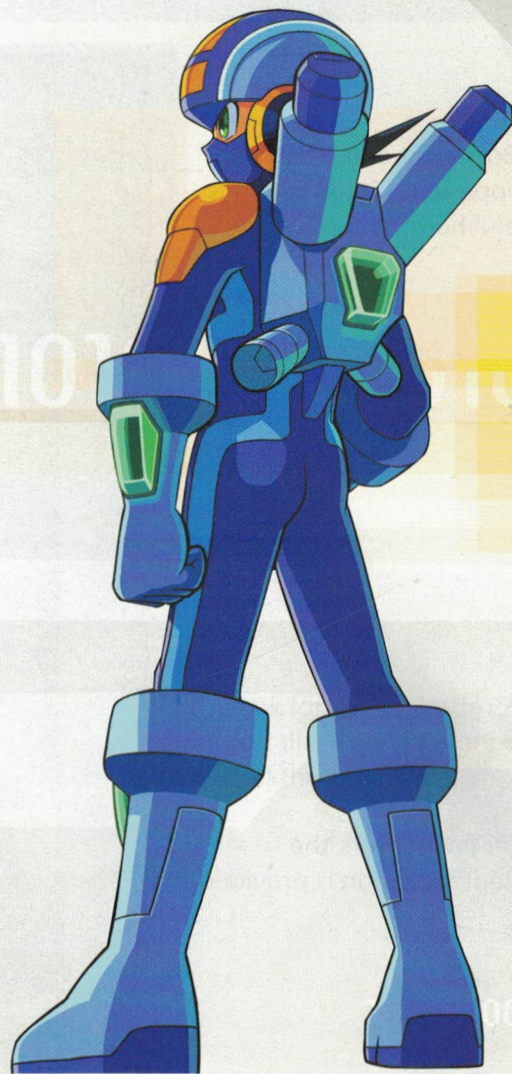
As you battle, MegaMan undergoes periodic Style Changes. When this happens, MegaMan gains the ability to transform into an Elemental-powered Navi with new abilities. There are five Styles per version, which can be paired with any of the four different Elements. Which one MegaMan evolves into depends on how he battles.

## NAVI CUSTOMIZER



Once installed in your PET, the Navi Customizer opens up a world of possibilities. By placing Program Blocks in the grid, you can use it to upgrade MegaMan's Buster statistics, raise his HP, change battlefield conditions, give him special abilities normally granted by Chips, and more.

But there are rules to be followed, which are explained when you first get the chance to play with the Customizer. Later on you can increase the size of the Customizer's grid, rotate Program blocks for more compact placement, and gain the ability to override error codes that you get when you try placing blocks you normally can't. There are also secrets to the Customizer the game never even mentions...



## Link Up!

Got a friend who's bought the game too? Link up your Game Boys to help each other out or beat each other up.

## TRADING

Has your friend got a Chip you simply must have? Maybe you've got one they need? Or even just extras you don't feel like feeding to the sometimes unreliable Chip Trader machines? Link up and swap Chips and even Program Blocks back and forth.

Some Chips cannot be traded, regardless of what version of the game is in each Game Boy Advance.

## NETBATTLE!

Take on your friend's MegaMan.EXE in one of several different NetBattles.



For a Boss fight or Netbattle, your opponent's information is provided here.

For later encounters, the opponent's location is provided.

### BEASTMAN.EXE

Aw, give him a scratch behind the ears, he's really a big softy. Okay, no he isn't. He's a vicious killer with a bone to pick with humanoid Navis. He doesn't have any elemental weakness to exploit, and he moves pretty fast. On the other hand, his individual attacks don't do quite so much damage as you'd expect them to, and aren't too hard to dodge as well.

BeastMan leaps into your side of the field and performs a diving diagonal slash. Simply step to any adjacent panel to avoid it, but you must be fast.

Jumping Claw is a rather simple attack, leaping to the panel in front of you then performing a three-panel-wide slash. Stay out of the back row or else you have no place to run when he pulls out this one.

Wild Rush is his most dangerous move, but he won't use it until you've depleted some of his HP. While each blow doesn't do any more damage than the others in his repertoire, the speed of his delivery can catch you off-guard. First, you must dodge two diagonally-moving claw strikes, followed by a flying DashAtk-style charge. BeastMan can be damaged during this final attack, but it's not easy timing it.

The more Chips you have with a wide effect area, the better, since trying to peg him with Cannons or similar attacks usually misses. Sword Chips are good, and be sure to pack in the GutsMan Chips. Flash stuns Beast so you can lay in a good hit with another Chip, while Gutsman's attack can trap him with broken panels.

HP 700  
**ATTACKS**  
 Beast Ray (40 dmg), Jumping Claw (40 dmg), Wild Rush (40 dmg)  
**LOCATION**  
 SOLab 1, bottom-level NW dead-end

### BEASTMAN.EXE V2

He's picked up a few new tricks this time; he can now appear behind you in his Jumping Claw move, plus he performs his Wild Rush three times in a row. But by now you should be packing more Chips with wide damage zones, so bring them on. Plus you should also have picked up the Navi Customizer to boost your abilities. Frag him and pick up the **BeastMan B Chip**.

HP 900  
**ATTACKS**  
 Beast Ray (60 dmg), Jumping Claw (60 dmg), Wild Rush (60 dmg)  
**LOCATION**  
 Random encounters in Lan's Doghouse

### BEASTMAN.EXE V3

Move over, little dog, the big dog's moving in. To better find BeastMan inside this space, use a DashRun SubChip. Believe it or not, using one here actually makes more powerful Viruses appear. You go up against some higher-level Spikeys before facing the slasher himself. BeastMan's super-speedy now, and he performs the Wild Rush four times in a row. The strategy is the same, just pack in those wide-effect Chips.

With BeastMan deleted, the animals return to normal. Chisao's safe, but Takeo got away with another Tetra Code. Dang.

## General Advice for the Up-and-Coming NetBattler

### AS LAN

- ⑦ You're going to do plenty of backtracking in this game. Get used to it.
- ⑦ Explore everywhere. Chips and upgrades are hidden in the strangest places, plus you'd be amazed at what is PET-compatible out there.
- ⑦ Revisit old locations whenever you're free to. New people pop up all the time, some of whom may want to trade with you, give items, or just chew the fat. For the really alert, examining an object later in the game might reveal an item that was not there before, or a Jack In port previously covered up.
- ⑦ There is rarely a rush to get anywhere, even when the "bad things are going down" music is playing. If you're not feeling up to tackling a major obstacle yet, Jack In elsewhere to build up more Chips.



Before you hit the Square, be sure to take the first left off the main road to snag a **RegUp2** next to GutsMan.

## SciLab Square

### SciLab Square Chip Dealer

Item	Cost
HPMemory 2000Z, 4000Z, 8000Z	
RockCube * (W)	500Z
Cannon C (W)	4000Z
Wind A (W)	1000Z
StepSword P (W)	7000Z
Mole! * (B)	1000Z
Tornado C (B)	3000Z
AntiDmg M (B)	3800Z
TimeBomb K (B)	5200Z

### StepSword Chip (White Version)

A very good Chip for quickly eliminating Viruses deep in their side of the field. MegaMan leaps two panels forward then delivers a WideSword blow for 130 dmg. Just make sure that you'll be stepping into a clear panel before you activate this, otherwise the Chip will be wasted.

### AntiDmg Chip (Blue Version)

If you're certain you're going to get hit, might as well make sure everyone gets a taste, right? Activate this Chip at any time. If an enemy attack connects, it hits only a dummy, and MegaMan leaps to the air, hurling shuriken down on his foes.

There's a Battle BBS here too, be sure to check it out from time to time!

Your first challenge in this round is a three-battle survival match. You won't earn prizes for these, so don't bother trying for Counters. The first two battles are nothing difficult, but the final one features a Boomer Virus, whose attack covers all but two of your panels, requiring some quick movement. Hit it when its mouth is open to delete it.

The second test requires you to seek out a disguised Navi and beat him in combat. Exit the Square, then head left through the other gate, down the moving floors. There's a **GrabBack A Chip** right in the road, so snag it!

Once you're in SciLab Net 1, just follow the yellow road into the main open area for your confrontation with the "Virus King" or what would be your confrontation, but Lan wrecks the whole mood, so you're going to have to find him again for Take Two.



Shop Listing



Head back to SciLab 2 and find the Virus King again. This time the mood is set, and you face the Virus King who sets three Fishies on you. A little underwhelming, that.

Head back to ACDC to get Mission #3 going. Jack Out of the Net before you take on this final mission, then head over to Yai's house and Jack In again from her computer. This pays off shortly, bigtime.



Look for useful Battle Chips to be called out throughout the walkthrough.



The Navi you need to find is on the main road in ACDC 2, just before you enter area 3. It's another three-round survival mission, so have your Chips ready to go.

Is it a freak-out? Turns out FlashMan did quite a number on the PET. MegaMan is now cut off from Lan completely! Backtrack to the computer you logged in to in order to get out of the net, and any Viruses you encounter must be deleted without the use of any Chips. Yai's PC is the closest entry/exit from this point, so if you logged in from there, it's a short run home. Run away from any Viruses that might catch up with you unless you want some Buster practice.



Poor Lan and MegaMan, with their measly little SubPET. You won't be able to Jack In to anything until the normal PET is fixed. Thankfully, Dad's home early, but you won't have your PET fixed in time for the trip...

Before getting too far into the story, flip to the Bonus Sections (at the end of the Walkthrough) to find out about random encounters, Mystery Data and Freelance jobs.

## AS MEGAMAN

- 7 New shortcuts open up as you progress, take advantage of them. Why trudge through the whole 'net from Lan's PC when you can borrow a friend's and make the trip in a fraction of the time?
- 7 The game allows you to save anytime, so take advantage of that. Just get a really great item? Save immediately! Worried that you're about to face something you're not ready for? Save! The only time you can't save is in the final battles, but otherwise you're free.
- 7 Get used to altering your Customizer Programs. There's a ton of Programs to use, some of which are pretty specialized in use. Remove those as soon as you don't need them and replace them with more useful ones.
- 7 Don't be afraid to Jack Out of Cyberspace if things are going badly for you, no matter how far in you are. Jacking Out restores MegaMan's HP, so he's fresh when you return. Better to have to start a 'net section over yet keep all your newly acquired neat stuff than face the GAME OVER screen and lose it all.



## 2.1: BACK TO SCHOOL



**Boss: FlashMan.EXE**

Lan's newest adventure begins with a field trip to the SciLabs' new virus research laboratory, where one of their employees gives the class a refresher course in basic Virus Busting. Talk to Ms. Mari and all the kids to get the story going.



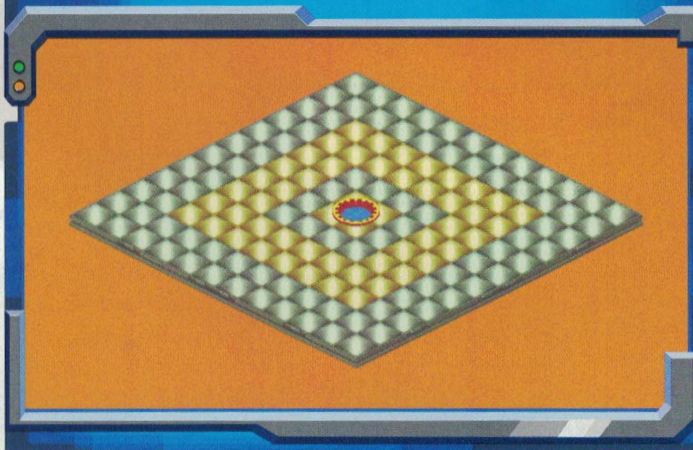
Your trip through the SciLab at this point is purely a tutorial to get you used to the combat system. You won't earn anything for your battles here, so just do what the nice man says.

### School and the Park

Back in the classroom, on threat of toilet-cleaning duty, you're now free to control Lan. First, go ahead and set up a Regular Chip. **Atk+10** \* is a good choice right off the bat since your Chips at this point are weak, plus the wild-card code means it attaches to any other Chip. Just make sure you select it *after* the Chip you wish to improve.

Spend a little time exploring the school before meeting your friends in the park. To start with, Jack In to the electronic blackboard in the classroom.

The blackboard, like all PET-compatible devices without a net connection, has a simple square layout with a single entry/exit point in the center. However, there's a prize inside every one! In this case, it's a **RegUpI** (in the top-left corner). However, while these devices aren't net-connected, they *do* contain Viruses, sometimes quite powerful ones. These can be good places to practice and build up your Zenny and Bug Fragments.



Once outside, you won't be able to do much until visiting the park and learning about the N1 Grand Prix. Even though the others dash home to sign up, you should explore the whole town. The Chips, Zenny, and advice found along the way make you that much more prepared for what lies ahead.



### ACDC Town

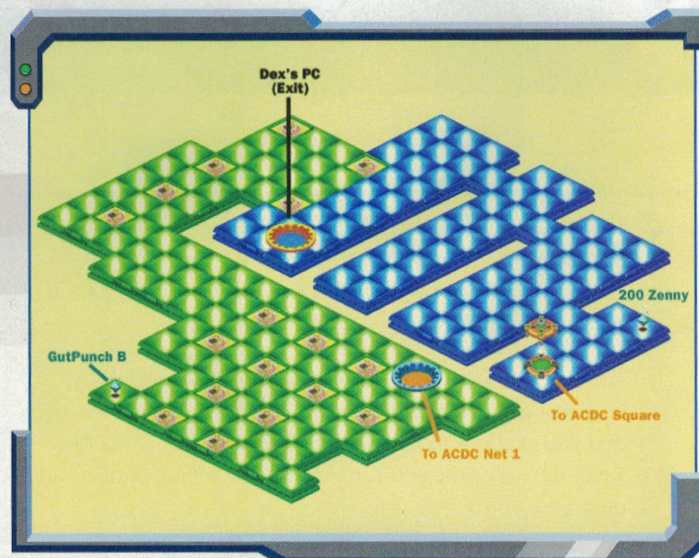
Just outside Lan's house is a fixture that people who have played the other games in the series should find familiar: the doghouse security system. Jack In to it and snare a **Barrier L** Chip in the upper-left corner.

#### ACDC Town SubChip Dealer

Item	Cost
MiniEng	100Z
SneakRun	200Z
LocEnemy	10000Z

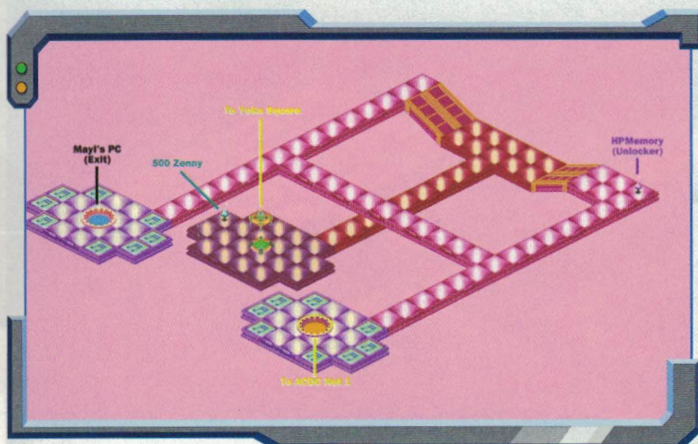
In the lower-left corner of town is a SciLab employee who's selling SubChips. The **MiniEng** and **SneakRun** chips are nice and cheap. It's always a good idea to stock up on these two SubChips whenever you get the chance. Its high price tag notwithstanding, it'll be a while before you should bother picking up the LocEnemy SubChip.

When you're done outside, go ahead and visit your friends at home. Admire their collections of MegaMan cameos from other series, Jack In to their PCs, and do a little Busting and data-grabbing. They won't mind. You can't reach your ultimate destination (the Internet) through their machines, at least, not yet.





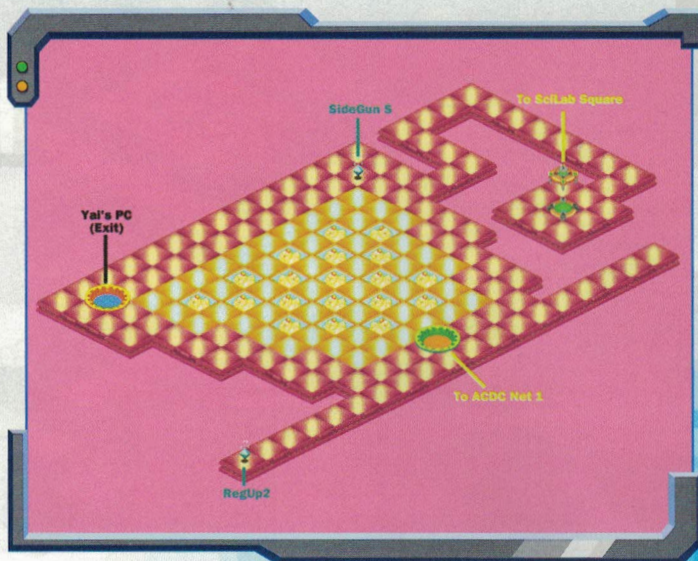
Apparently, Dex can't go long without thinking of food. But his homepage has some goodies in it, like a powerful **GutPunch B Chip** and **200 Zenny**. The Spikey Viruses here look more intimidating than they really are. Take a few out to earn a **HeatShot** Chip or two, especially if you're playing the Blue version.



May's homepage reflects her love of music. Take **500 Zenny** from the center section. There's an **HPMemory** inside a purple Mystery Data. You must come back for it later, after acquiring the Unlocker SubChip. Spend some time here deleting Mettaur2s since they might give up a **SonicWav**, one of the more powerful Chips available at this point.

Duckies! A **RegUp2** and **SideGun S Chip** are waiting for you in Yai's homepage. Fights here often involve Canondumbs with a two-column-wide pit between you and them. There are better places to earn chips and Zenny, frankly.

Head to home, sweet home. Jack In to Lan's PC to get onto the Internet!



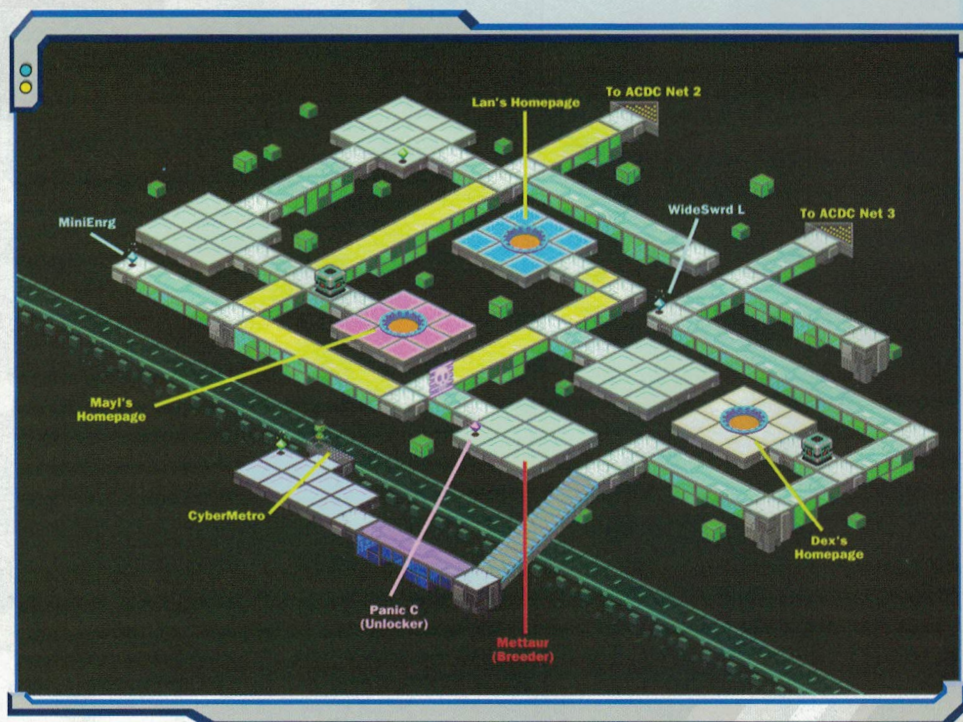
## Internet - ACDC Area

### ACDC 2 NetDealer

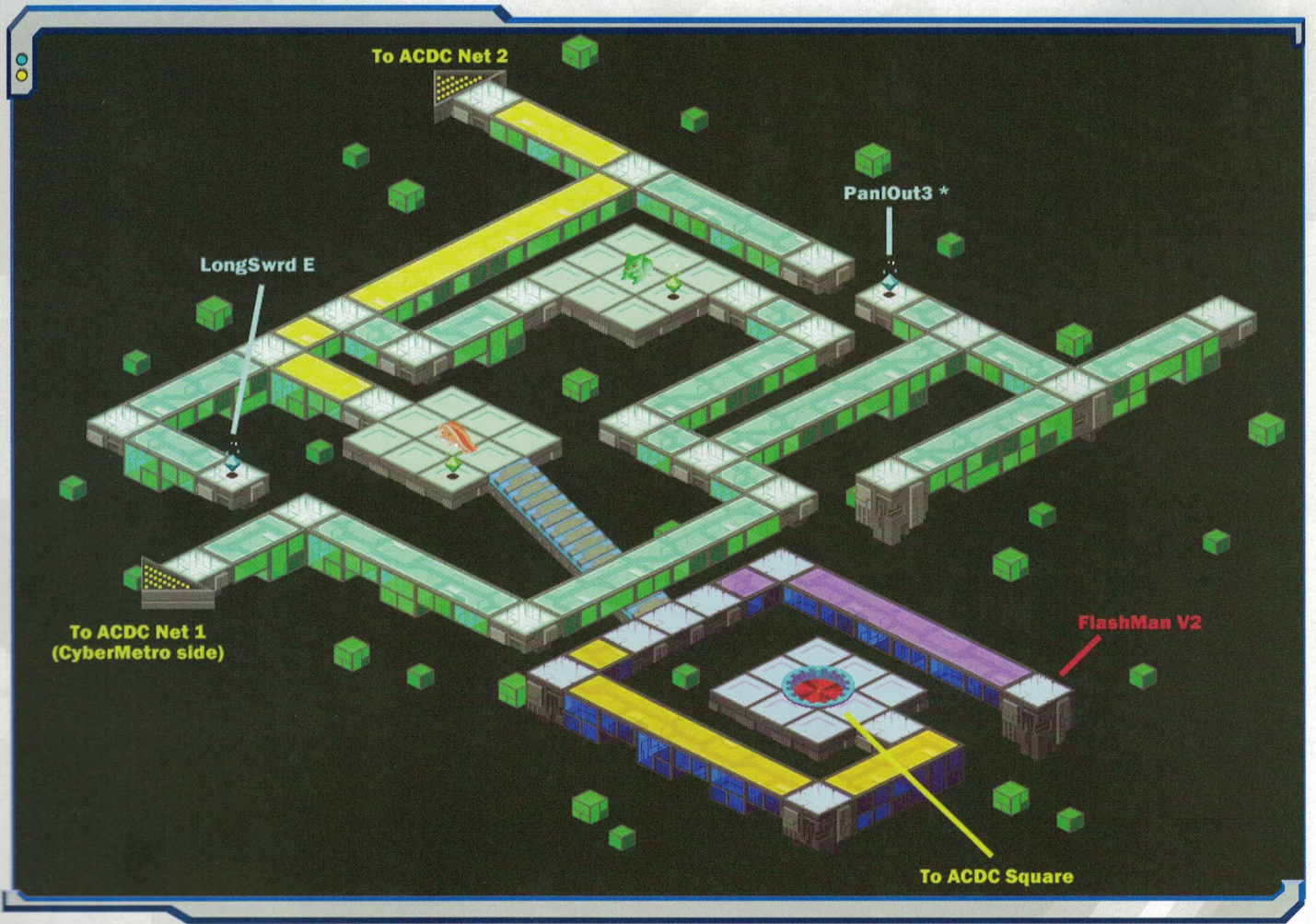
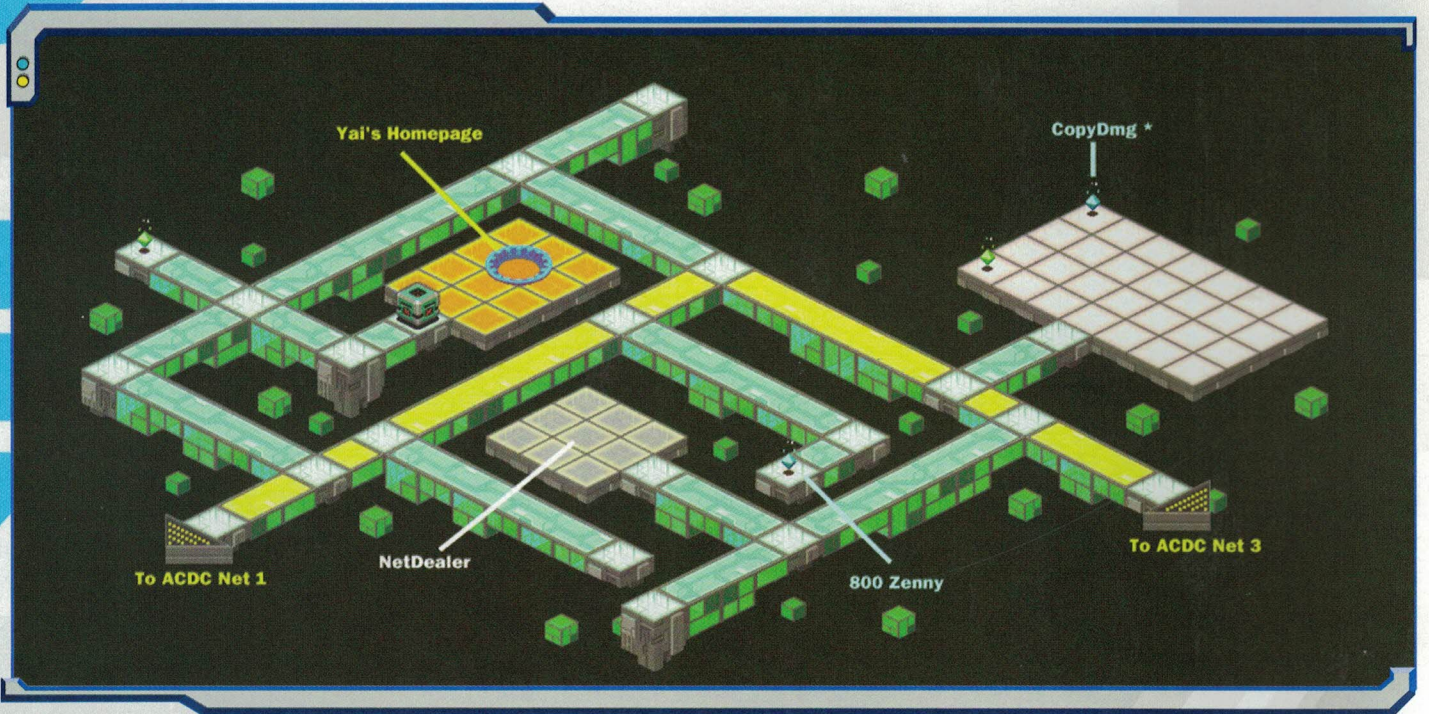
Item	Cost
HpMemory	1000Z, 3000Z
V-Gun L (W)	200Z
Barrier L (W)	500Z
RecovIO * (W)	500Z
HeatShot B (W)	800Z
Bubbler E (B)	600Z
Recov3D F (B)	800Z
AreaGrab * (B)	1200Z
DashAtk C (B)	1400Z

Enter the Internet through Lan's no-frills homepage. Several paths are blocked off right now, including one rather mysterious skull-shaped security door. The main road is highlighted in yellow, follow it to the ACDC square.

As you travel, you find several warp points blocked off by Security Cubes. These are the links to your friends' homepages. Their access codes come into your possession in due time.









## CopyDmg Chip

This is a wonderful Chip for racking up Double Deletes, or just spreading the hurt. Tag a Virus with the CopyDmg targeter, then quickly attack another Virus. The damage done to the Virus you actually attack is duplicated on the first one!



In ACDC 2, mosey off the beaten path, past GutsMan, to meet the first NetDealer. While the HPMemory is expensive, it's well worth it. Keep in mind that the Dealers stock different items between the White and Blue versions of the game!



## Guard Chip

You're probably going to accumulate this Chip in large numbers, but it does have its use early on. Hit the A Button to use this Chip just before an enemy's projectile attack connects and the attack bounces back as a Shockwave! This Chip is also good Chip Trader fodder later on.



## ACDC Square

ACDC Square is a simple but busy place. Talk to the Navi in the upper-right corner to take the N1 test after you've scoped out the Shops and the BBS room.

### ACDC Square Chip Dealer

Item (Version)	Cost
HPMemory	2000Z, 5000Z
Atk+10 * (W)	300Z
ParlGrab L (W)	600Z
GrassStg * (W)	1000Z
BambSword P (W)	5000Z
Invis * (B)	600Z
MetlStge D (B)	3000Z
ElecSword N (B)	3800Z
CustSword B (B)	5000Z

## BambSword Chip (White Version)

Wow. 5000 Zenny is a lot of money right now. You must spend plenty of time on the 'net to accumulate that kind of cash so early, but it's well worth doing so before finishing up the N1 preliminaries. This Wood-element sword has the same attack area as a WideSword, but does more damage, especially to Electricity-based enemies.



## CustSword Chip (Blue Version)

Capable of doing up to 256 points of damage to everything within its two-column-by-three-row reach, this is easily the most powerful Battle Chip available now. Before you get blade-happy, it's got some serious drawbacks to take into account. First of all, you can't add any AtkUp Chips to it. Being dependant on the Custom Gauge for its strength, it really isn't any more powerful than other swords until the meter reaches about 65% full. Whatever you do, don't let the meter reach full before you swing the sword! If you do, it will do *absolutely no damage at all*. This is best used as a finisher after softening up opponents with other Chips.



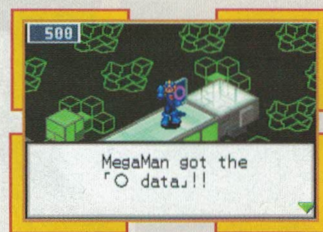
### ACDC Square SubChip Dealer

Item	Cost
MiniEnrg	100Z
FullEnrg	1000Z
DashRun	200Z

Each Square has its Bulletin Board System. Check out the posts whenever you complete a major event; there's usually some hints to be found inside the usual inane net-banter.

## N1 Preliminaries

The first test in the N1 is a quiz mixed with a scavenger hunt. With each question, head to the area indicated, pick up either the "True" O panel or the "False" X panel and bring it back to the instructor Navi. If you're feeling greedy and have some time, log out of the 'net after you get each question, then run through the whole ACDC net again, collecting the replenishing Green Mystery Data gems each time.



Question #1: True  
ACDC 3



Question #2: False  
ACDC 2



Question #3: False  
ACDC 1

Don't feel like dealing with the quiz? If you get one wrong, you're given a second chance to compete with a game of "Simon Says". Press the buttons the instructor indicates. Get 60 right in one (slow) minute and you're set. Once you've finished the test, you get Yai's Security Cube code for the chat. After a nourishing meal, head on to her homepage.



## Extracurricular Activities

To save Dex from toilet-cleaning duty, the kids must make their way into the school to get his homework disk back. (The bathrooms at this place must be real HAZMAT zones if they're willing to pull a B&E to avoid them.)



Looks like Lan and crew aren't the only people in the school after hours. Head to the now-open teachers' lounge, but before you investigate further, Jack In to the school's mainframe to pick up an **HPMemory** and a **RockCube** \* Chip.



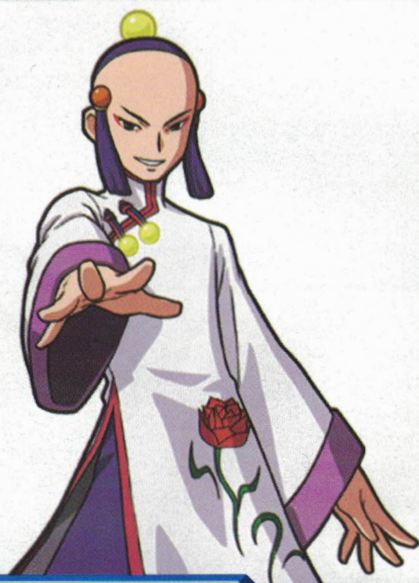
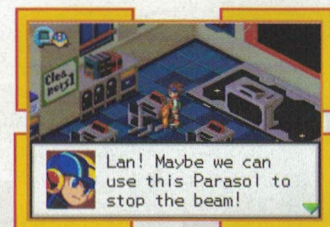
The school's gate key is found in ACDC 1 in the same area you picked up the third panel for the N1 Quiz.

Once inside and in the classroom, find Dex's disk for him. Pay attention to the flashback clues. It's in one of those locations, and it changes each time you play.

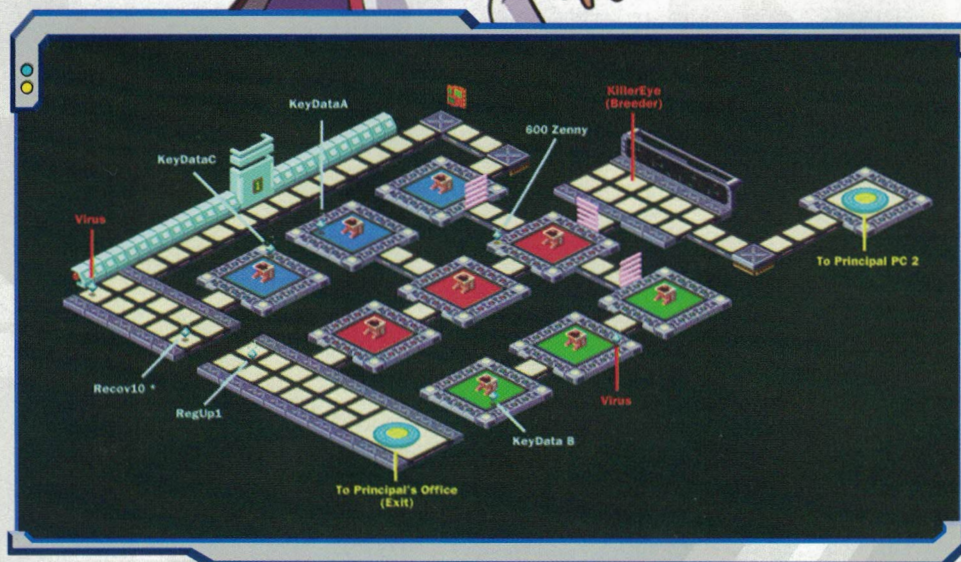


Meet Rei Saiko, one of the WWW's new flunkies, and his Navi FlashMan.EXE. FlashMan uses the computer screen to hypnotize Dex, Yai and Mayl, but Lan manages to escape. Unfortunately, so does Rei, with something called a "Tetra Code" that is key to Wily's new plan.

You must find all your friends before grabbing the Parasol you need to move on. When you find Mayl in her search for human brains, she drops a Chip that does you a world of good: **Roll**.



Now that you've gotten past FlashMan's little lightshow thanks to a nifty new light-blocking Parasol, Jack In to the Principal's PC to do a little debugging.



### Roll Chip

Your first Mega-Class Chip. Don't let her low damage rating fool you. She's much more useful and powerful than she seems at first. She actually strikes the closest Virus three times rather than once, doing three times more damage than the rating on the Chip. Not only that, but she restores some of MegaMan's HP afterward! Roll is a good Chip to have in your Folder pretty much anytime, just don't replace any wild-card restoration Chips with her.









HP  
500

ATTACKS  
Neon Light (30 dmg),  
Spark Arm (45 dmg)

LOCATION  
ACDC 3, dead-end by  
Square entrance

## FLASHMAN.EXE V2

FlashMan's quite a bit tougher and a little quicker this time around. Not only do his attacks do more damage, but he's much more likely to pull out AreaGrab Chips, and his Flashlights now have 20 Hit Points. You should leave him alone in his little corner of the 'net until you've picked up more HP and the Navi Customizer to up your normal stats. More Wood-element Chips won't hurt either. Delete him to earn the useful **FlashMan F Chip**, which damages and stuns every enemy on the board with an electrical flash.



HP  
700

ATTACKS  
Neon Light (60 dmg),  
Spark Arm (90 dmg)

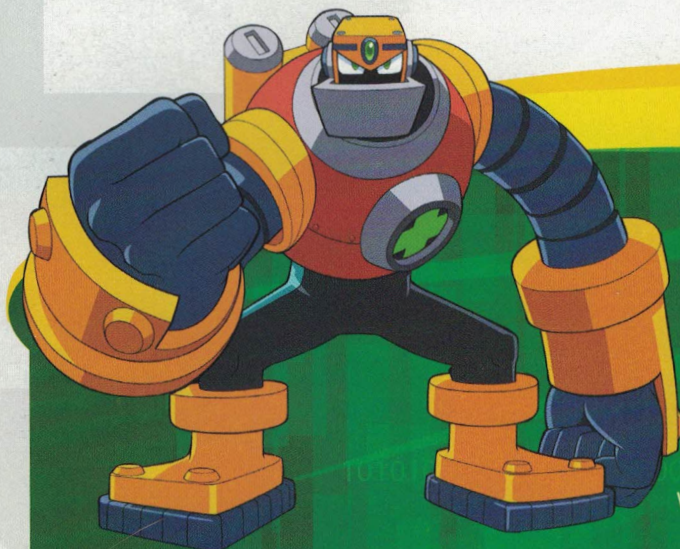
LOCATION  
Random encounters  
in ACDC 2

## FLASHMAN.EXE V3

The V3s of Navis are always tough, and FlashMan's V3 is no exception. While he doesn't pull out the Neon Light much, he does whip out the AreaGrab and Spark Arm combo more often. Also, the Flashlights now have 40 HP and go off faster. You'll likely be deleted if you run into him in the earlier levels. Don't go hunting for him until you've seriously powered up.



Once you've deleted FlashMan and rescued your friends, head back outside and meet Dex in the park. He's anxious for a NetBattle. Who are you to deny him?



## GUTSMAN.EXE

HP  
300

ATTACKS  
Shockwave (20 dmg),  
GutsPunch (30 dmg),  
GutsHammer (20dmg)

ELEMENT  
None

GutsMan really knows how to throw his weight around, but you should be able to out-think him. The Shockwaves he throws can be bounced back with Guard Chips, which is your best strategy. If you stay on the rightmost column, he'll leap forward to stuff a powerful GutsPunch in your kisser. With good timing you can sidestep this and hit him with a WideSwrd attack.



His big move is GutsHammer, which cracks a row of panels on your side of the battlefield. This can actually be used as an advantage by stepping off the rightmost panels, creating a hole his Shockwaves can't get across so you can plug away at him freely. Be careful, though, as the Hammer also collapses any panels that are already cracked if he hits that row again, which could put you in a bad spot.

Don't worry if you lose here. As with any NetBattle, it's only a "pretend" fight. MegaMan won't be deleted, your game won't end, and you can challenge your opponent as many times as you want until you win.





# 2.2: O BROTHER WHERE ART THOU?



**Boss: BeastMan.EXE**

Now that you have a shiny new **GutsMan** Chip and Dex's Security Cube code in your possession, it's time for bed. Head home and hit the hay.

## GutsMan Chip

When it rains it pours, huh? When you use this Chip, GutsMan drops down into the square you occupied, and delivers a powerful GutsHammer attack that not only cracks every panel to the right of him, but throws a Shockwaves across all three rows. Be careful where you're standing when you use this one. You could easily find your own side of the field full of holes.



Looks like FlashMan's final exit had a bad effect on Lan's PET. Head for the MetroLine station... time for another visit to the SciLab!

Unfortunately, the young lad here refuses to budge until he finds his brother, the "#1 NetBattler," and oddly enough, he doesn't mean Lan. Who else in town would make that claim? Dex, of course. Go back to school and grab him from detention in the classroom.

Once reunited, Chisao wants to see big bro pulverize that loser Lan in a NetBattle. Looks like it's time to shatter a young child's delusions...



## GUTSMAN.EXE V2

He's a bit faster and hits harder, but GutsMan really isn't much tougher than before. Use the same strategy as last time to walk away with a **GutsManV2 G** Chip.

HP  
700  
ATTACKS  
Shockwave (40 dmg),  
GutsPunch (60 dmg),  
GutsHammer (40dmg)  
ELEMENT  
None

## SciLab

Now that you've crushed a young child's view of the world, you're free to take the MetroLine to the SciLab.

As always, once you hit the SciLab, look at *everything* since upgrades are hidden in the weirdest places. There are also many places to Jack In, but the Viruses inside each device are tougher than the ones back in ACDC.

The programmer in the lower-left corner sells SubChips. If you have the Zenny, start buying **Unlocker** SubChips. Their hefty price tag is justified by the contents of the Purple Mystery Data.



Even though you can't enter this passage into the Virus Lab yet, you can Jack In to the electronic lock. The **AirShoes \* Chip** lets you temporarily walk over collapsed panels.



A **RegUp2** isn't the only attraction here. If you've got money to spend, try a little gambling! Toss in 100 Zenny and pick one of two panels. Pick the correct one to win back double your bet! Or keep going, plunking down your winnings and doubling up until you reach 6400 Zenny. Make that maximum bet and you also earn a **Prism H** Chip.



### SciLab Lobby SubChip Dealer

Item	Cost
MiniEnrg	100Z
FullEnrg	1000Z
Unlocker	4000Z



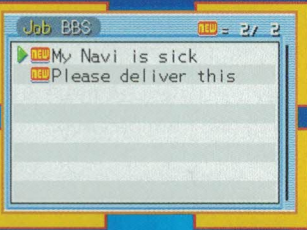
## Prism Chip

Quite a handy Chip if accuracy isn't your thing. Toss this into an empty panel on the enemy side (preferably the center panel) then hit it with MegaBuster shots. The Prism scatters those shots to every panel surrounding it. Be sure your Buster's attack power is up for maximum benefit.



Also in the lobby is something you should come back to every now and again: the Job BBS.

Here's where you can pick up freelance jobs to earn some extra Zenny, Chips, and other items. You can only take one job at a time, and can't pick another until you complete your current job. New jobs open up all the time, so keep looking. (See Page 95 for a listing of all the available jobs.)



Head up to the lab and check out Dr. Hikari's laboratory. Jack In to the main computer console for **1000 Zenny** and a **BambSword N** inside a Purple Mystery Data gem. You did buy an Unlocker, didn't you?



Turns out Dad's not available (what else is new?), but his assistant gives Lan a **SubPET** to use in case something really bad happens before he can get the normal one fixed.

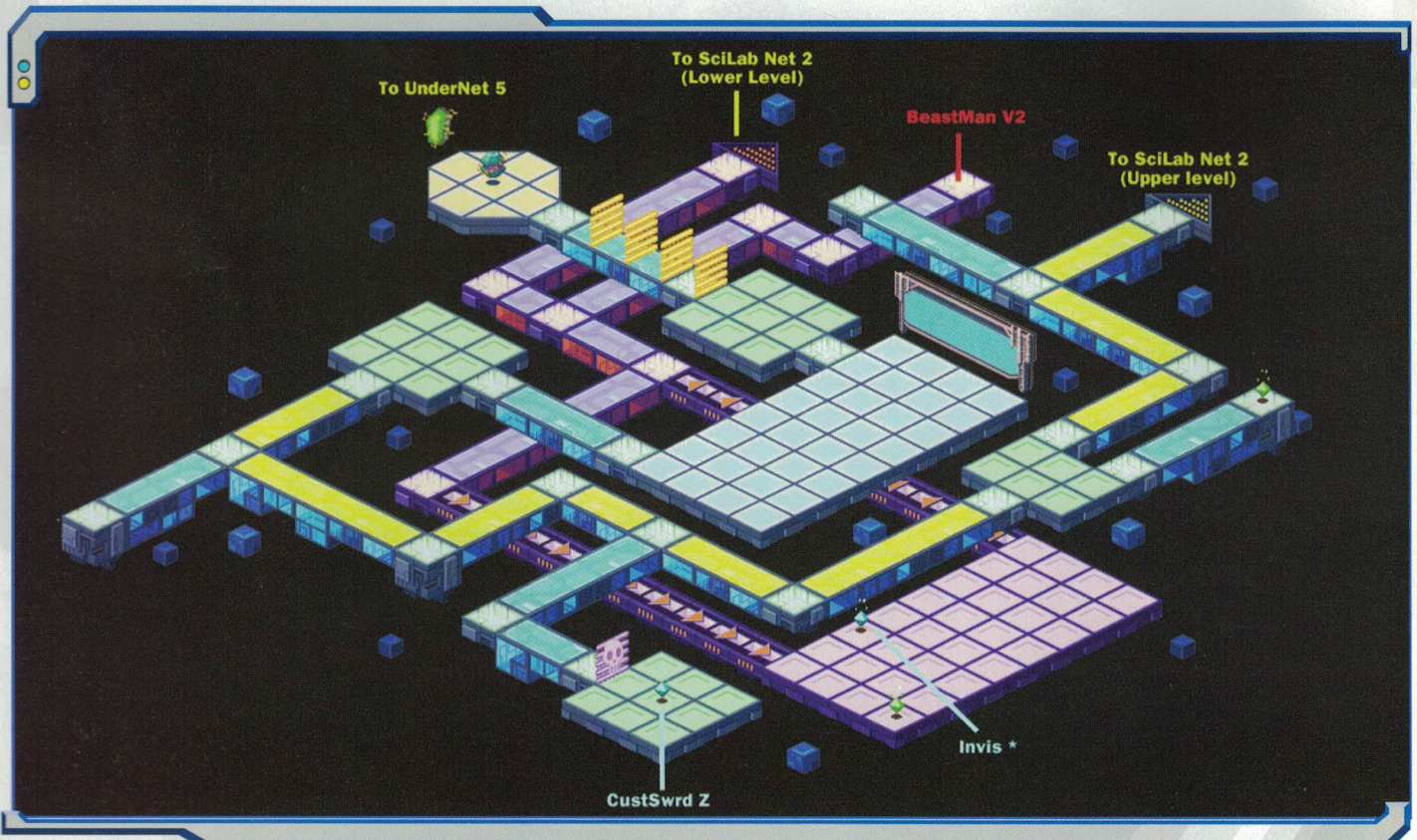
The DNN guy is back, with news of the location of the next round of the N1 preliminary. So it's off to Science Square via the Cyber MetroLine! Jack In to Dex's computer, it's a shorter trip from there.

## SciLab Net

The SciLab section of the Internet is considerably tougher than the ACDC section. Thankfully, it's a pretty short run from the MetroLine to the SciLab Square if you're not quite feeling up to it and need to buy some new Chips.

## Ratty & Fishy Viruses

These two Viruses can be a real pain. Fishy has upgraded from previous games, performing a dash attack when level with you as normal, but now follows up with a second dash immediately afterwards. Ratty Viruses spit out tiny mouse-bombs that can turn once to seek you out. Delete these guys in one hit if you can, since they get faster and faster as their HP decreases.





Before you hit the Square, be sure to take the first left off the main road to snag a **RegUp2** next to GutsMan.

## SciLab Square

### SciLab Square Chip Dealer

Item	Cost
HPMemory 2000Z, 4000Z, 8000Z	
RockCube * (W)	500Z
Cannon C (W)	4000Z
Wind A (W)	1000Z
StepSword P (W)	7000Z
Molel * (B)	1000Z
Tornado C (B)	3000Z
AntiDmg M (B)	3800Z
TimeBomb K (B)	5200Z

### StepSword Chip (White Version)

A very good Chip for quickly eliminating Viruses deep in their side of the field. MegaMan leaps two panels forward then delivers a WideSword blow for 130 dmg. Just make sure that you'll be stepping into a clear panel before you activate this, otherwise the Chip will be wasted.



### AntiDmg Chip (Blue Version)

If you're certain you're going to get hit, might as well make sure everyone gets a taste, right? Activate this Chip at any time. If an enemy attack connects, it hits only a dummy, and MegaMan leaps to the air, hurling shuriken down on his foes.



There's a Battle BBS here too, be sure to check it out from time to time!

Your first challenge in this round is a three-battle survival match. You won't earn prizes for these, so don't bother trying for Counters.

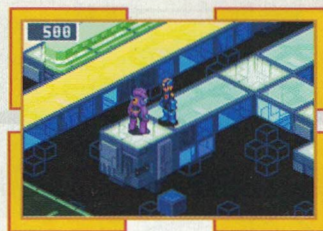


### Battle

White 1: Mettaur2 (x2)	Blue 1: Bunny, Mettaur, Ratty
White 2: Bunny (x2), Canodumb	Blue 2: Canodumb (x2), Mettaur2
White 3: Boomer, Mettaur2 (x2)	Blue 3: Canodumb, Eleball, Mettaur2

The second test requires you to seek out a disguised Navi and beat him in combat. Exit the Square, then head left through the other gate, down the moving floors. There's a **GrabBack A Chip** right in the road, so snag it!

Once you're in SciLab Net 1, just follow the yellow road into the main open area for your confrontation with the "Virus King" or what would be your confrontation, but Lan wrecks the whole mood, so you're going to have to find him again for Take Two.



Head back to SciLab 2 and find the Virus King again. This time the mood is set, and you face the Virus King.

### Battle

White: Fishy (x3)

Blue: Ratty (x3)

Head back to ACDC to get Mission #3 going. Jack Out of the Net before you take on this final mission, then head over to Yai's house and Jack In again from her computer. This pays off shortly, bigtime.



The Navi you need to find is on the main road in ACDC 2, just before you enter area 3. It's another three-round survival mission, so have your Chips ready to go.

### Battle

White 1: Mettaur2 (x2)

White 2: Bunny (x2), Canodumb

White 3: Boomer, Mettaur2 (x2)

Blue 1: Bunny, Mettaur, Ratty

Blue 2: Canodumb (x2), Mettaur2

Blue 3: Canodumb, Eleball, Mettaur2

Is it a freak-out? Turns out FlashMan did quite a number on the PET. MegaMan is now cut off from Lan completely! Backtrack to the computer you logged in to in order to get out of the net, and any Viruses you encounter must be deleted without the use of any Chips. Yai's PC is the closest entry/exit from this point, so if you logged in from there, it's a short run home. Run away from any Viruses that might catch up with you unless you want some Buster practice.



Poor Lan and MegaMan, with their measly little SubPET. You won't be able to Jack In to anything until the normal PET is fixed. Thankfully, Dad's home early, but you won't have your PET fixed in time for the trip...



## Yoka and the Zoo

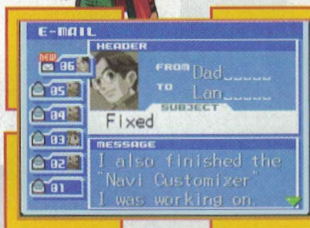
This class sure takes plenty of field trips. Even though you can't Jack In to anything yet, explore around and take note of places you can for later.

### Yoka SubChip Dealer

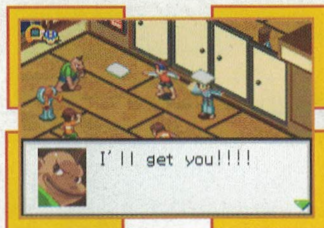
Item	Cost
MiniEnrg	100Z
SneakRun	200Z
Untrap	100Z

Check out the fence behind the hot springs, and Ms. Mari calls the kids in for a bath then bed.

One vigorous pillow fight later...



as time goes on, but can only carry one extra at a time, plus they can't be customized.



Dad not only fixed the PET, but something new has been added! The **Navi Customizer** program lets you tweak MegaMan.EXE's abilities and stats by plugging in program blocks. Dad gives you three to start with; **UnderSht**, **Atk+1**, and **Speed+1**, as well as an **XtraFldr**. You get new Folders

MegaMan automatically opens up the Navi Customizer's help program to get you started. Read the rules attached to the program, the boot 'er up to give MegaMan a much-needed boost in power!

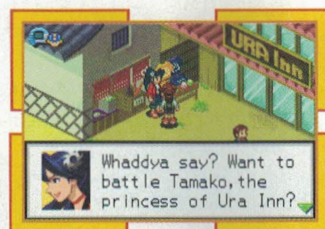


Now that MegaMan's back up and properly running, start pulling data from everything you can Jack In to before you hit the Zoo. The TV is a good starter for an **Unlocker** SubChip. Be careful here, the battlefields here often contain Sand Panels that severely impair your movement.



You can actually jack in to the armor's display case! There's a **SubMemory** item that increases the number of SubChips MegaMan can hold.

Check out the souvenir stand outside the inn. That rather interestingly-dressed young woman with the sawblade in her hair's a NetBattler! And who is Lan to not take on all challenges? Be sure to Jack In to her stand first, as there's a **Snake D Chip** inside a Locked Mystery Data in the upper-right corner of her homepage, as well as **700 Zenny** in the lower portion. You can reach the Yoka 'net area from here once you've gotten her passcode.



## METALMAN.EXE

MetalMan himself isn't that difficult at all. He's slow and doesn't whip out attacks very quickly. But it seems Tamako's worked around this by rigging the battlefield with a pair of grinding gears that move along the center row, blocking your movement and damaging you if they enter your panel. That obstacle is easily the most difficult part of the fight.

Metal Wheel is basically MetalMan's version of the Boomer Chips, flying along the outer panels of the field. Normally this isn't too hard to avoid, but those blasted gears in the center row severely limit the already-limited room you have to dodge.

MetalMan stands still, launching three missiles into the air. These then target MegaMan and fall downward. Watch for the flashing yellow panels, as they tell you where the missiles will land. Be quick, because the missiles certainly are.

HP  
500

ATTACKS

Metal Wheel (20 dmg),  
Metal Missile (20 dmg)

ELEMENT  
None





The best strategy is to beat MetalMan at his own game. Stock up on Boomer1 Chips to throw back at him, and Rattons do the job as well. You can never go wrong with a powerful multi-panel Sword strike. Load up on Recovery Chips too, since chances are you're going to take damage dodging attacks only to get in the way of the gears.

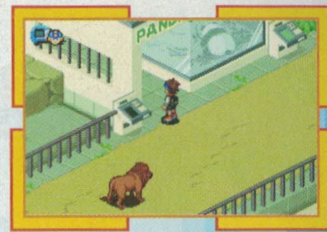
The **MetalMan M** Chip you get strikes the panel in front of MegaMan with his Metal Fist attack, doing 100 dmg and cracking the panel to boot. Change the direction of his attack by holding down the A Button and pressing the directional pad before he rears back to punch.



Head back down to the Zoo, making sure to Jack In to the ticket booth machine on the left. There's a **RegUp1** inside.



Make your way through the inn's back door and back to the main Zoo entrance. It's Chisao!



The gorilla is glaring straight ahead-

All the animals seem rather on-edge. Find Dex to get directions to your meeting place, then check out every animal and their EduComp, and wonder just who you programmed these things. Gorillas aren't monkeys! Check out the trash can by the drink machines for a **Repair \* Chip**.



Now that the main gates have been opened, time to get back in there, Jack In and put a stop to all this. The EduComp on the panda enclosure's your target.

Another oddly-hidden Jack-In spot? Looks like. But again the prize is good. A **Geyser B Chip** inside a Locked Data, and a **RegUp1** to boot!

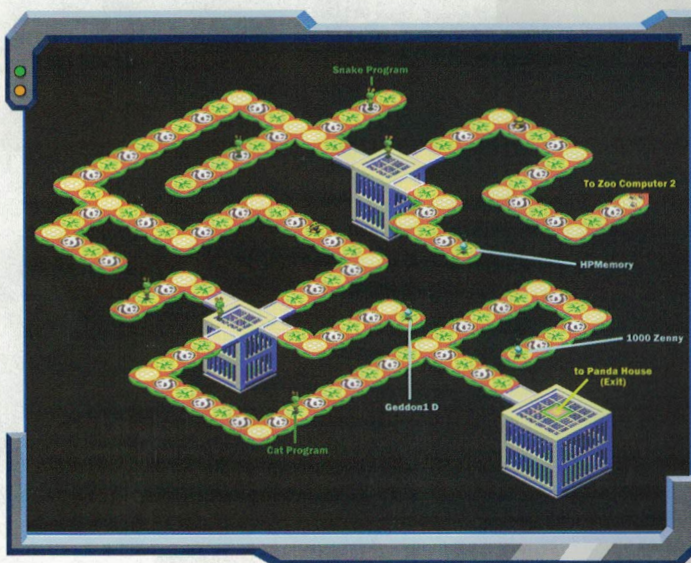


Roaaaaaar!  
Groooooowl!!!

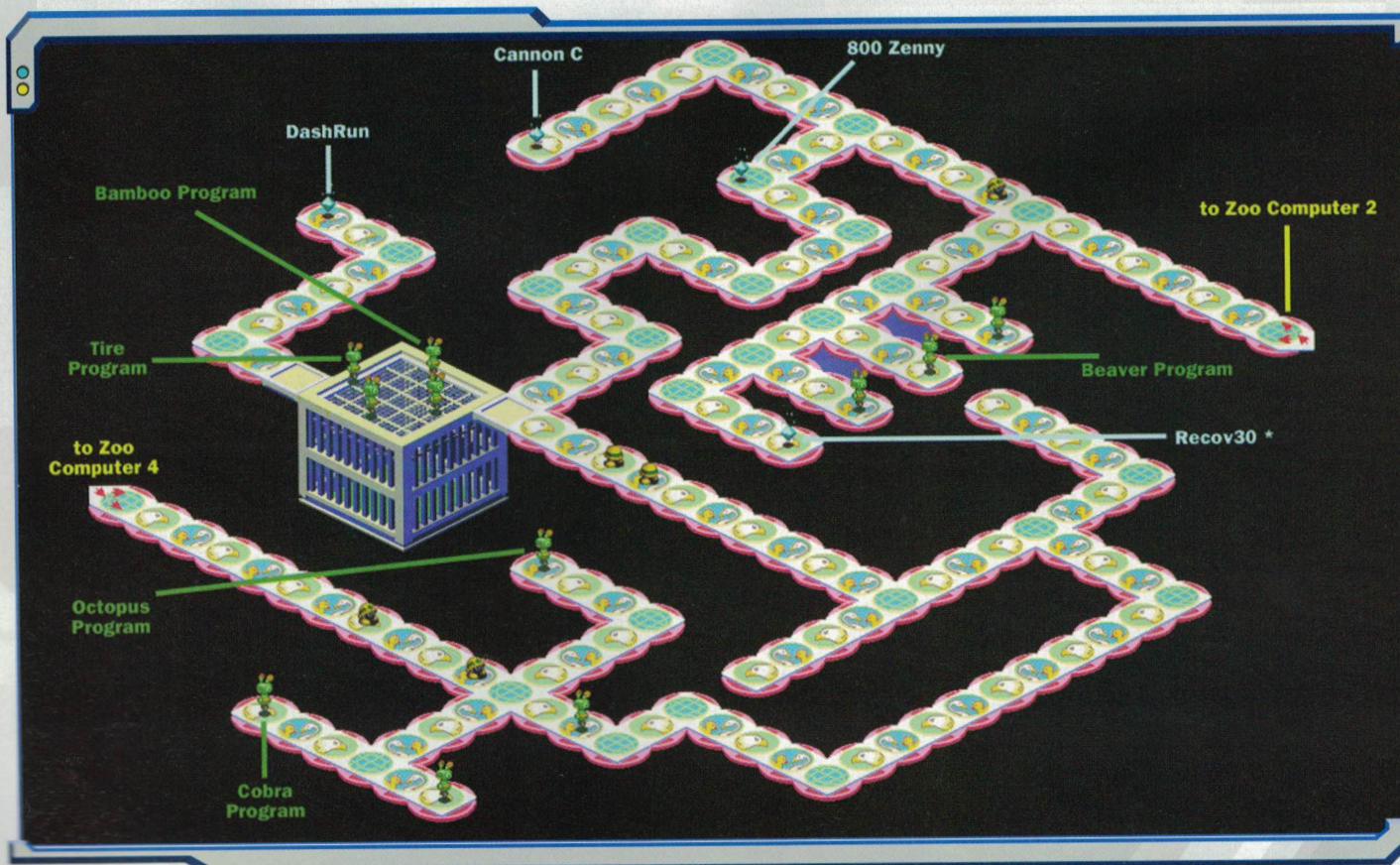
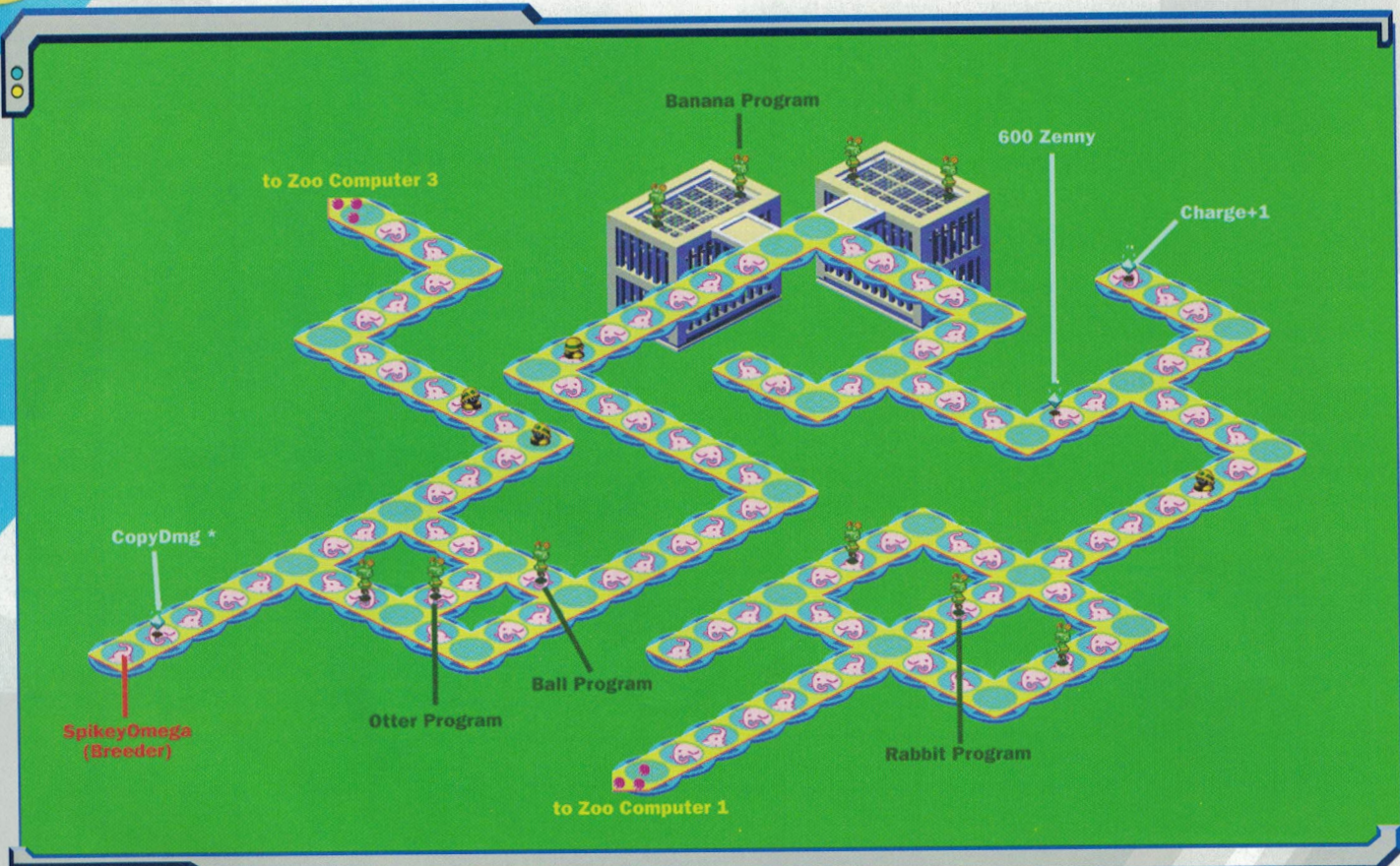
Bad kitty! Down! The animals are loose, and the condor has grabbed Chisao! It's all the work of the zookeeper, WWW agent Takeo Inukai!

In this installment of *When Animals Stand Around*, make your way out of the zoo, avoiding the now-free animals and especially their poop. Eyuw. Sneak around the elephant through the panda house, then past the gorillas. Since you've been locked in, you can't get out the main gate. Thankfully, some of the animals have taken care of that gate from before.

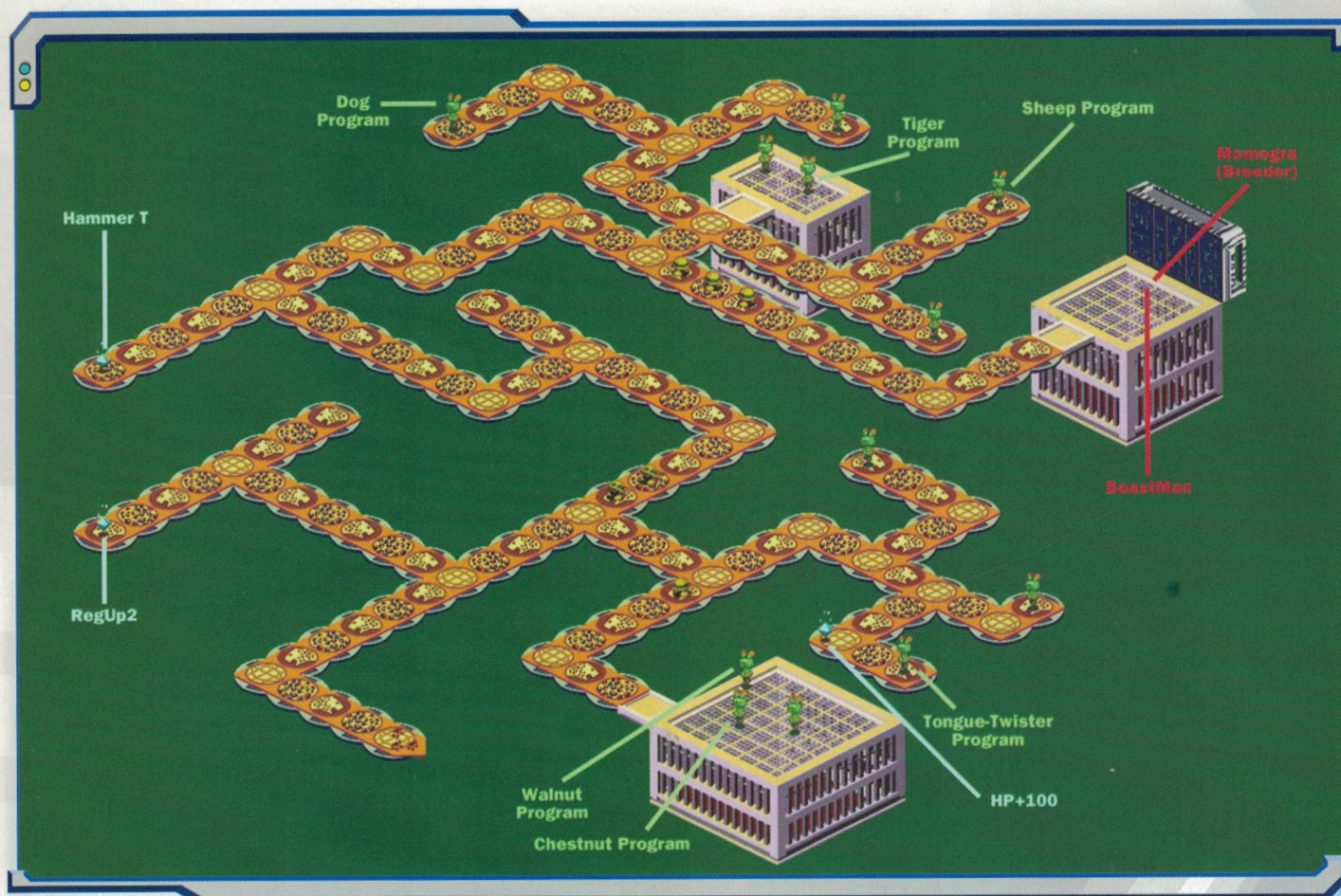
## Zoo Computer











When battling here, keep an eye on the grass panels. If you nail a Virus with a Fire-based attack while they're on a grass panel, they take double damage. Be careful, though, since the same thing applies to you!

This computer has been infected with Viruses that cannot be deleted by conventional methods. Instead, seek out a counter-Program and take it to the Virus blocking your path.

<i>Virus</i>	<i>Counter-Program</i>
Mouse	Cat
Frog	Snake
Rabbit	Rabbit
Gorilla	Banana
Sea Lion	Ball
Clam	Otter
Tree	Beaver
Two Pandas	Bamboo & Tire
Mongoose	Viper
Jar	Octopus
Parrot	Tongue-Twister
Two Monkeys	Chestnut & Walnut
Three ???	Dog, Tiger, Sheep

When more than one Virus is blocking the path, you must take multiple Programs at once. Thankfully, it doesn't matter the order in which you grab them. Just get all of them to clear the way.



There's three Navi Customizer Programs in this computer; a Charge+I Program in Area 2, a DashRun Program that acts just like the SubChip in Area 3, and an HP+100 Program in Area 4. However, your Navi Customizer won't be able to handle all of them right now, so you're going to have to figure out what combos work best for you. The HP+100 is especially hard to work around.

Area 4 has a slightly tricky bit; the Programs that remove Viruses the are behind a different Virus altogether. Take that one out first, then the other two.

Once you get past the three Viruses, BeastMan.EXE is just ahead. Fiddle with your Navi Customizer before engaging him. You won't need DashRun, but certainly want to install the HP+100 Program.



## BEASTMAN.EXE

Aw, give him a scratch behind the ears, he's really a big softy. Okay, no he isn't. He's a vicious killer with a bone to pick with humanoid Navis. He doesn't have any elemental weakness to exploit, and he moves pretty fast. On the other hand, his individual attacks don't do quite so much damage as you'd expect them to, and aren't too hard to dodge as well.

BeastMan leaps into your side of the field and performs a diving diagonal slash. Simply step to any adjacent panel to avoid it, but you must be fast.

Jumping Claw is a rather simple attack, leaping to the panel in front of you then performing a three-panel-wide slash. Stay out of the back row or else you have no place to run when he pulls out this one.

Wild Rush is his most dangerous move, but he won't use it until you've depleted some of his HP. While each blow doesn't do any more damage than the others in his repertoire, the speed of his delivery can catch you off-guard. First, you must dodge two diagonally-moving claw strikes, followed by a flying DashAtk-style charge. BeastMan can be damaged during this final attack, but it's not easy timing it.

The more Chips you have with a wide effect area, the better, since trying to peg him with Cannons or similar attacks usually misses. Sword Chips are good, and be sure to pack in the GutsMan Chips. Flash stuns Beast so you can lay in a good hit with another Chip, while Gutsman's attack can trap him with broken panels.



HP  
500  
ATTACKS  
Beast Ray (20 dmg),  
Jumping Claw (20 dmg),  
Wild Rush (20 dmg)  
ELEMENT  
None



HP  
700  
ATTACKS  
Beast Ray (40 dmg), Jumping Claw  
(40 dmg), Wild Rush (40 dmg)  
LOCATION  
SciLab 1, bottom-level NW  
dead-end

## BEASTMAN.EXE V2

He's picked up a few new tricks this time; he can now appear behind you in his Jumping Claw move, plus he performs his Wild Rush three times in a row. But by now you should be packing more Chips with wide damage zones, so bring them on. Plus you should also have picked up the Navi Customizer to boost your abilities. Frag him and pick up the **BeastMan B Chip**.



HP  
900  
ATTACKS  
Beast Ray (60 dmg),  
Jumping Claw (60 dmg),  
Wild Rush (60 dmg)  
LOCATION  
Random encounters in  
Lan's Doghouse

## BEASTMAN.EXE V3

Move over, little dog, the big dog's moving in. To better find BeastMan inside this space, use a DashRun SubChip. Believe it or not, using one here actually makes more powerful Viruses appear. You go up against some higher-level Spikeys before facing the slasher himself. BeastMan's super-speedy now, and he performs the Wild Rush four times in a row. The strategy is the same, just pack in those wide-effect Chips.



With BeastMan deleted, the animals return to normal. Chisao's safe, but Takeo got away with another Tetra Code. Dang.



## 2.3: NOT-SO-TINY BUBBLES



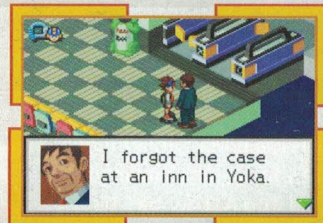
**Boss: BubbleMan.EXE**

Oh boy, Higsby's shop is open again! That nutty former-WWW-stooge Chip-hunter always has the best stuff. Head down there and see what he's brought this time.

Looks like he's under the weather and has some errands for you to run before he opens up the store proper. No prob! First job, ACDC Metro station, but not before you check out all the goodies in his shop!



Seems the guy Higsby is dealing with can't hold on to his own stuff and can't figure out how to go get it himself. Hit Yoka's inn and dig under the table to get his briefcase. Return it to him, then take the **OrderSys** to Higsby for one job down.



While you're in Yoka, check out the power line tower Chisao was stuck on. If you're playing *White*, you see world-famous SciLab NetBattler Mr. Famous' assistant, who is somewhat less than awe-inspiring.



That NumberMan standee isn't just decoration; Jack In to it to pick up an **HPMemory**.

The Number Trader can only be found at this store. Plug in an 8-digit number, and you might win a prize! There are many combinations, search for them throughout the game. Here are a few winners to start with...

01697824

15789208

35331089

67918452

90690648

33157825

50098263

77955025

11002540

19878934

05088930

33157825

50098263

77955025

99826471



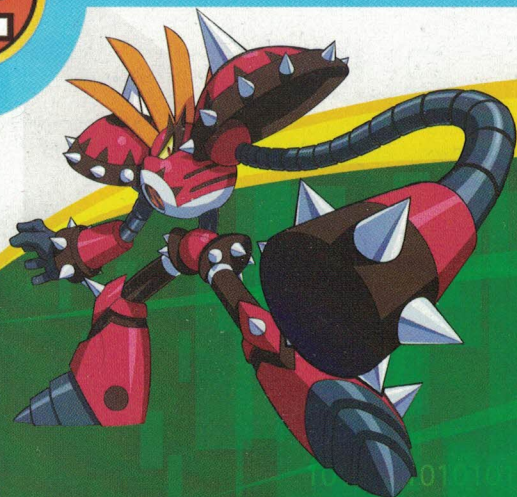
Got Chips you just don't need? Throw them in the Chip Trader and get one in return! Keep in mind that the Chip you get is randomly picked, and the game automatically saves when you use the Chip Trader.

No cheating your way to good chips here! Chip Traders can be found in other areas too.



But if you're playing *Blue*, then you meet the man himself, Mister Famous! And he's itching to NetBattle! Think you can take him? Go ahead on. It's your move.





## PUNK.EXE

HP  
800

ATTACKS  
Mad Roller (30 dmg),  
Shield & Chain (30 dmg),  
Double-Go-Round (30 dmg)

ELEMENT  
None

Seems Mister Famous has traded in GateMan.EXE for this mohawk-topped maniac. His main Mad Roller move is a body blow, and unfortunately for you he's invincible while performing it! When curled into a spiky ball, he either comes at you with a slow wave-like motion, or a faster straight-on charge that ends up with a u-turn whenever he's level with you.

Seems Mister Famous has traded in GateMan.EXE for this mohawk-topped maniac. His main Mad Roller move is a body blow, and unfortunately for you he's invincible while performing it! When curled into a spiky ball, he either comes at you with a slow wave-like motion, or a faster straight-on charge that ends up with a u-turn whenever he's level with you.

He might sometimes fling his arm backward while shielding himself. Watch out, because it's going to pop up on your side of the field and try to thwack you in back of the noggin! This move dizzies MegaMan, so be careful.

His final attack, the Double-Go-Round, is a bit more brutal, sending two spinning discs into your field that seek you out, then following up by leaping in front of you and performing a wide slash move.

The best way to deal with Punk is to keep him on his side of the field, out of your hair. Load up on Pan!Out3 Chips and both GutsMan Chips. Anything that makes holes in the floor is recommended. His rolling attacks can't cross holes, leaving him a sitting duck. Hit him with whatever you have while he's trapped.



Higsby's second errand involves hunting down a delinquent debtor who's hanging out in ACDC Area 1. Go get 'im, he's just outside of Lan's homepage.

Uh-oh, Looks like he's not exactly in a spending mood. Fend off his Viruses to get the Zenny out of him.



The final job is a delivery one. Take the **Ratton C Chip** and give it to the red Navi in SciLab Area 2. Use Yai's brand-new shortcut to the SciLab Square for speedy delivery! Just be sure to Jack In to her phone now that it's available and pick up the **Repair A Chip** as you go.



### Battle

White: Swordy, Swordy2, Swordy3

Blue: Canodumb (x2), SnowBlow



The Navi's just outside the Square's entrance. She paid *how much* for this chip? Oh, yikes! Higsby rewards you with a **Snake R Chip** for your efforts.



Right by Yai's shortcut is a yellow girl Navi who desperately needs a LongSwrd E Chip. Give it to her. Not only will you get a CyberMetro pass to Yoka Square, but she's the Navi for the final round of N1 preliminaries!



Finals of the N1 preliminaries are being held in a secret spot, but they give a clue. Not too hard to figure out: to the SciLab Square!



## Yoka Square and the Final N1 Preliminaries

Thankfully, the Yoka CyberMetro stop is actually in Yoka Square, so there's no mad dash for safety.

### Yoka Square NetDealer

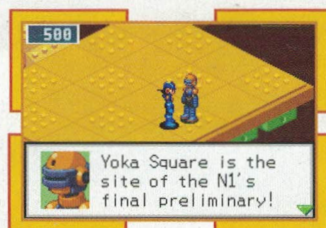
Item	Cost
HpMemory	4000Z, 8000Z, 12000Z
AreaGrab * (W)	1600Z
DubBomb J (W)	2000Z
Yo-Yo G (W)	3000Z
ElecSwrd N (W)	5000Z
Needler J (B)	3200Z
BambSwrd P (B)	3500Z
Lance Z (B)	4000Z
Shake! R (B)	5000Z
StepSwrd P (B)	6400Z

### Yoka Square SubChip Dealer

Item	Cost
MiniEng	100Z
FullEng	1000Z
Unlocker	4000Z

Right by the BBS here, a green Navi invites you to play a round of Cyber-Simon-Says, the same game you played if you missed a question back in the first N1 preliminary round. 60 correct moves earn you three Bug Fragments; not shabby for a minute's work.

The orange Navi in the lower section is the one to talk to. Your first test is different, that's for sure. He's locked your Folder out and set you up with a new one! This **PreFoldr** cannot be removed until you finish your task. Seek out the five Navi-costumed people in the real world and trounce them in NetBattles.



### PreFoldr

Ratton A (x2)	Ratton F (x2)	ShotGun F (x2)
ShotGun *	V-Gun G (x2)	V-Gun *
SideGun Y (x2)	SideGun *	Spreader M
Spreader N	Spreader O	DashAtk G
Lance H	PaulGrab Y (x2)	Guard * (x4)
Sword Y	WideSwrd Y	LongSwrd Y
	* Atk+10 * (x3)	

The PreFolder isn't actually as bad as it seems at first. There are two potential Program Advances here and the Lance is always a useful Chip to have.

### Lance Chip

Some opponents just won't move from the back row. Make them move with this Wood-Element Chip. The rightmost column fills with sharpened bamboo shafts, stabbing the enemy and pushing them into the center column. The hefty damage rating is another nice touch.



Jack Out of the net and go costume-hunting. The first N1 Battler is in the upper-left corner of ACDC Town, wandering the streets.



### Battle

White: Slimer (x3)

Blue: Boomer, Mettaur2, Windbox

Step into the teachers' lounge at school to find the second Battler. Once you've taken care of him, head for the SciLab.



### Battle

White: Ratty (X3)

Blue: Hardhead, Mettaur2, WindBox

The third Battler is waiting for you by the SciLab's vending machine. One battle later, make your way to Yoka.



### Battle

White: Shrimpy (X3)

Blue: Beetle, Ratty, WindBox



Back through the inn, all the way to the hot spring. You'd think they'd avoid warm places in those costumes. Oh well. Hit the Zoo after you've taken out this guy's viruses.



### Battle

White: Beetle (X2), WindBox

Blue: Swordy (x2), VacuumFan



He's hiding pretty well and he tries to talk his way out of it, but no go. You know what to do!

### Battle

White: Spikey, Spikey2, Spikey3

Blue: Spikey, Spikey2, VacuumFan

## Internet - Yoka Area

Back at Yoka Square, another three-battle survival round awaits. These fights are a little tougher than the previous ones, the final round especially. The missing center panel doesn't give you much room to run either.

### Battle

White 1: Ratty (x3)

White 2: Fishy, Mettaura2, VacuumFan

White 3: Boomer, Shrimpy2, Spikey3

Blue 1: Eleball, Quaker

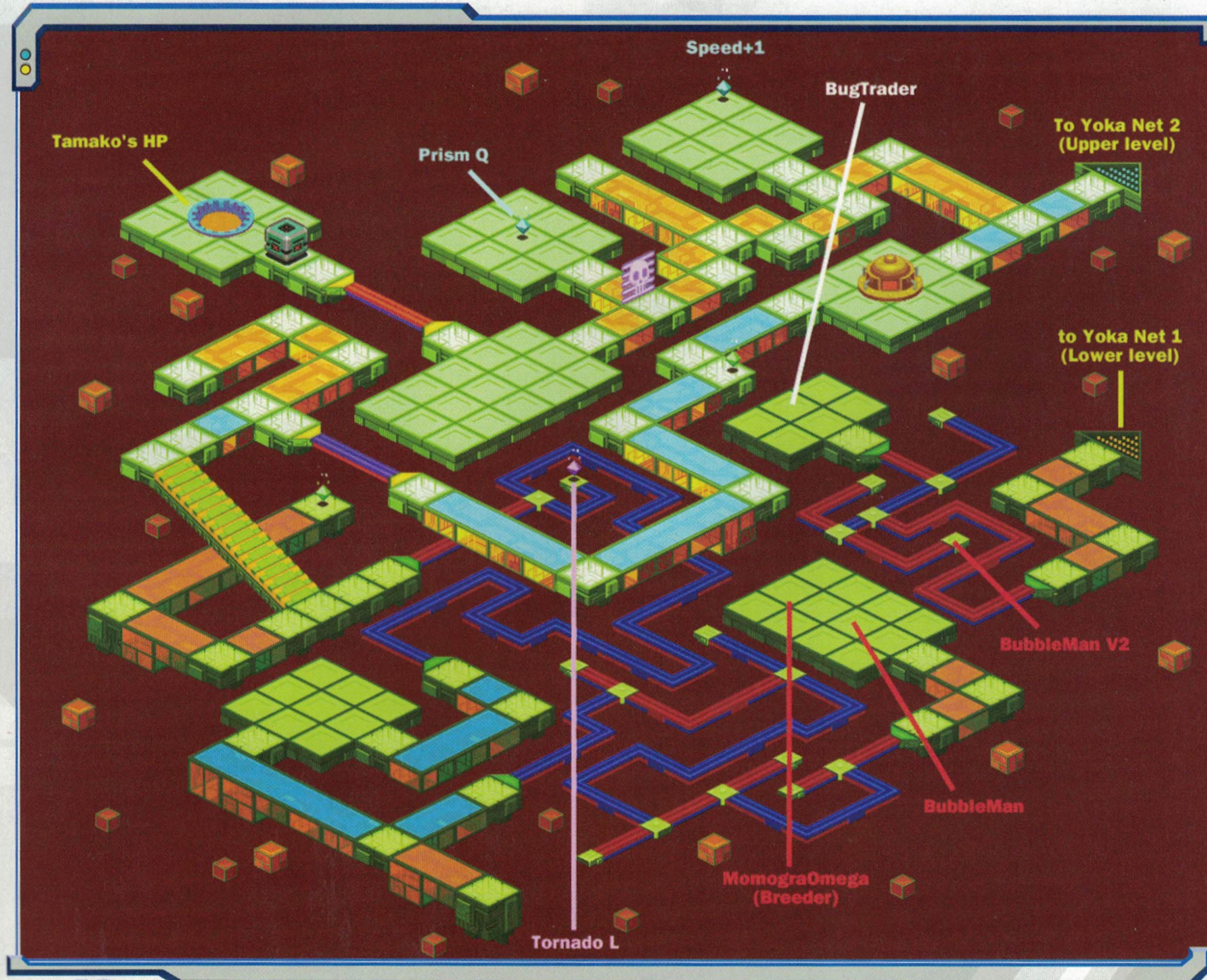
Blue 2: Beetle, Canodumb2, Mettaur2

Blue 3: Canodum2, Eleball, WindBox

Once you've cleared the preliminaries, you get a typically cheerful visit from ProtoMan and Chaud. After a round of condescension, Jack Out and head to bed. Don't forget to change your Folder back to your normal one!



When the morning comes, head to Mayl's. Higsby shows up too, insisting Mayl work for him to pay off a Chip. Mayl sweet-talks Lan into more work, he has to get a Wind \* Chip for Higsby. Well, that shouldn't be too difficult. Search out WindBox Viruses in Yoka Net Area 1 until you pick one or two up if you haven't already. After all, why shouldn't you have one?







There are several very thin paths in this area that MegaMan can't walk over. There's nothing you can do about this yet. The only blue Mystery Data that's available to you now is the **Speed+I Program Block** in the upper-left corner of Yoka Area 1.

### Wind Chip

Want to keep pesky Viruses away from your side of the field? Wind Chips do no damage, but do create gusting winds that push Viruses to the right. Combine with a Lance Chip for extra fun.



One teatime later...

Looks like the BubbleWash is designed to clean clocks, too. It's another WWW scheme, and now thousands of lives are at stake. Jack In to Mayl's PC to find the creep behind this.



BubbleMan makes good use of the oldest trick in the book to make his escape. Too bad for him he leaves a trail of bubbles wherever he goes. Open up the new email from Mayl to get her pass-code as well as the **RollIV2 Chip**, then go after the scuba-squirt.



When you reach the CyberMetro, take it to Yoka Square. Head out into the Yoka Net, and keep following the bubble trail until you hit a thin section in Area 1 that MegaMan can't get over. Jack Out of the net, then run to the SciLab in the hopes that they

### SciLab

have the compression program MegaMan needs to get across that bridge.

Talk to Dad's assistant, then Jack In to the computer. Talk to the Program, and he panics! Fend off his Viruses and you get the **Press Program** for your Navi Customizer, but you can't install it! It takes a special programmer for that. Head back to Mayl's and talk to Higbsy.



### Battle

White: Hardhead (x3)

Blue: Shrimpy (x3)



Unfortunately, the modifications necessary are beyond Higsby's ability. Head back outside, and get ready for a coincidence!

## Yoka Net

Now that you've got the Press Program installed, head back into Yoka Net and give chase!

Now that you have the Press Program installed, MegaMan shrinks down to handle the thin sections of road. Use this new power to pick up items you weren't able to before. In Area 2 there's a **FullEngr SubChip** next to a Navi who cracks wise about your stature in the lower level, and an **HPMemory** across the blue upper-level path.

While you're on the lower level, head into Area 1's lower section. Across the tiny path is a Dealer who trades you Chips for BugFrag. Been racking up them Counters?



### Yoka Area 1 BugFrag Dealer

Item	Cost
AirShot2 * (W)	208
Wood+30 * (W)	408
Barr+100 * (W)	508
TimeBomb K (W)	608
LavaStge * (W)	808
Mine A (W)	1008
LavaStge A (B)	358
GutStrgt P (B)	508
BlkBomb3 G (B)	908
VarSword C (B)	908
StepCros T (B)	958
GutImpct I (B)	1008

Back in Area 1's upper level, cross the compression bridge, then make your way to the extended compression bridge area. There's a **Tornado L Chip** in the locked Mystery Data along the way. Keep going until you catch up with BubbleMan.

Ever notice evil minion stooges usually come in threes? Why is that? They take the Needle you need to pop the Bubble Door blocking your way, then tell you exactly where they're headed. Jack Out, then immediately Jack In and hit ACDC 2.



The Stooge Patrol is in the large open space where the school's Gate Key was kept. Take out their Viruses, and get ready for your first Style Change! What you become depends on how you've been fighting so far.

### Battle

White: Penga, Pengi (x2)

Blue: Canodumb, Mettaur2 (x2)

With MegaMan's new look, the Moron Brigade bravely turns tail and flees, but not before discussing at length where they're going. Follow them to the lower level of SciLab Area 1, and take out their next batch of Viruses. They bolt again, back to Yoka 1? Makes your life easier, doesn't it? Take the CyberMetro back, then head right back to BubbleMan.



One last round of virus-vaping, and the **Needle** is yours. Then it's a short run to BubbleMan, finally.

### Battle

White: Penga (x2), Pengi

Blue: Spikey2 (x3)

### Battle

White: Penga (x3)

Blue: Fishy, Hardhead, Ratty

Obnoxious little twerp, isn't he? BubbleMan won't move from the back row, plus he hides behind several obstacles, making him tough to hit. If you have a Fire-Element Style, remove it before you face him, otherwise he's going to rip you up bad.



## BUBBLEMAN.EXE



HP 500  
ATTACKS  
Bubble Parade (30 dmg),  
AquaShot (50 dmg) Fish Missile (30 dmg), Fiddler Crab (30 dmg), Mine (30 dmg)  
ELEMENT  
Water



His Bubble Parade is the biggest annoyance in this battle. A steady stream of bubbles emerges from the hole in the middle of his field, blocking your shots and trapping you if you let them get too close. Some of these bubbles contain Fish Missiles, which rocket towards you when you pop their bubbles. Others contain Mines that explode in a cross pattern when popped.



He also lobs pink Fiddler Crabs at you, which behave similar to Ratty shots, turning when level with you. Just keep moving.

When his HP gets low, BubbleMan switches tactics. Swimming in midair, he surrounds himself with a bubble shield and starts firing AquaShot harpoons. Pop the bubble with a normal shot, then open up with a more powerful attack.

Any arcing attacks that go over the boulder, like SnglBomb, or ones that just go right through it, like SoniWave, are good. Chips that have "splashback" effects might not pack as much punch, but at least get in some damage. Unfortunately, most of the Electric Element Chips at your disposal right now won't be of much use against BubbleMan, save the FlashMan Chip.



**HP**  
800  
**ATTACKS**  
Bubble Parade (80 dmg),  
AquaShot (100 dmg) Fish Missile (80 dmg),  
Fiddler Crab (80 dmg), Mine (80 dmg)  
**LOCATION**  
Yoka Area 1 by Bug Dealer,  
small walkway dead-end

### BUBBLEMAN.EXE V2

The Bubble Parade is now much heavier on the Fish Missiles and Mines than before. Delete him and pick up the BubbleMan B Chip.



**HP**  
1200  
**ATTACKS**  
Bubble Parade (120 dmg),  
AquaShot (150 dmg) Fish Missile (120 dmg),  
Fiddler Crab (120 dmg), Mine (120 dmg)  
**LOCATION**  
Random encounters in Beach  
Area 1

### BUBBLEMAN.EXE V3

Faster and nastier, you earn higher-power versions of the BubbleMan chip from him.

BubbleMan begs for mercy, but really has scrambling on his mind. But ProtoMan shows up in time to take him out and save the trapped people before the bubbles burst.



You're in for some more chewing out from Chaud. Maybe he doesn't get hugged enough. Head home and get some sleep.





## 2.4: THERE CAN BE ONLY ONE



**Boss: DesertMan.EXE**



Okay, it's now pretty clear Chaud isn't hugged enough, and why...



Seek out your Navi friends on their hompages. First Roll and Glide, but it seems GutsMan is absent. Head to Yoka Area and the water heater program.

Now that you've got a CyberMetro ticket to the Beach Area Internet, your first inclination

might be to go right away, but don't. instead Jack Out and head to Higsby's Chip Shop, where he's ready to sell! His stuff is costly, but well worth it.

### Higsby's Chip Shop

Item	Cost
StandOut *	6000Z
WatrLine *	6000Z
Ligtning *	6000Z
GaiaSurd *	6000Z
Elec+30 * (W)	5000Z
TimeBomb M (W)	6000Z
AlrSurd R (W)	14000Z
OldWood W (W)	40000Z
RecovB0 * (B)	5000Z
RedWave J (B)	7500Z
Mine R (B)	10000Z
Anubis R (B)	80000Z



### TimeBomb

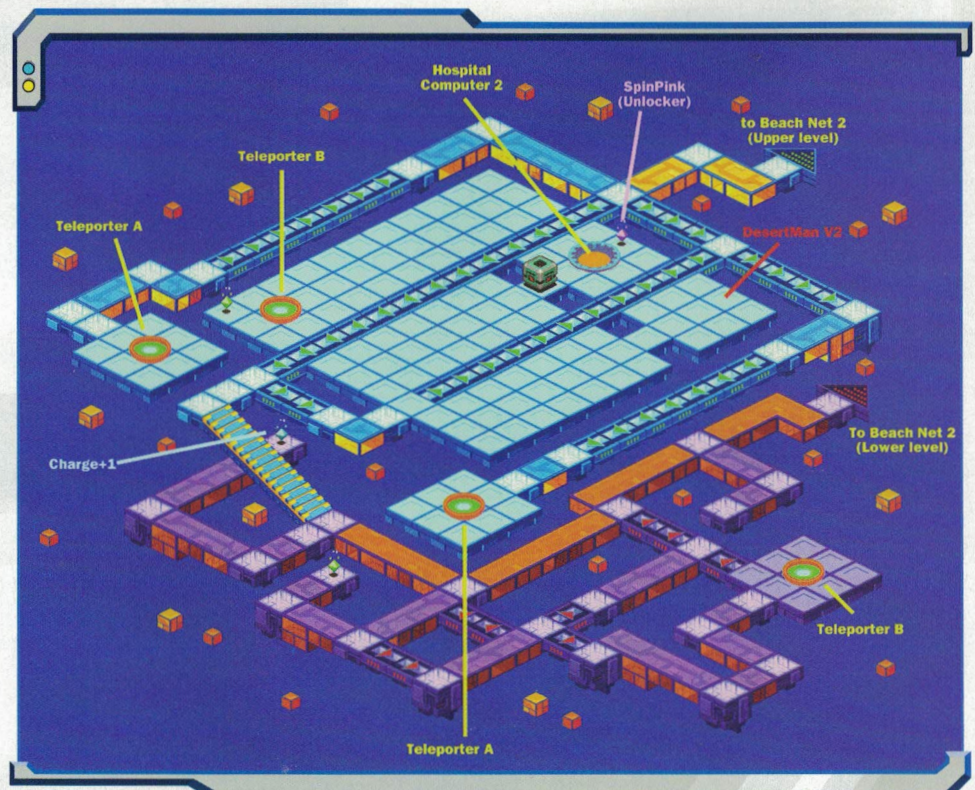
This bomb delivers 150 damage to everything within the enemy's area, not shabby at all! Unfortunately, there's a countdown before then, and the bomb can be destroyed if it's hit during the countdown. The placement of the bomb is random on the leftmost enemy column, but won't be placed on panels already occupied.



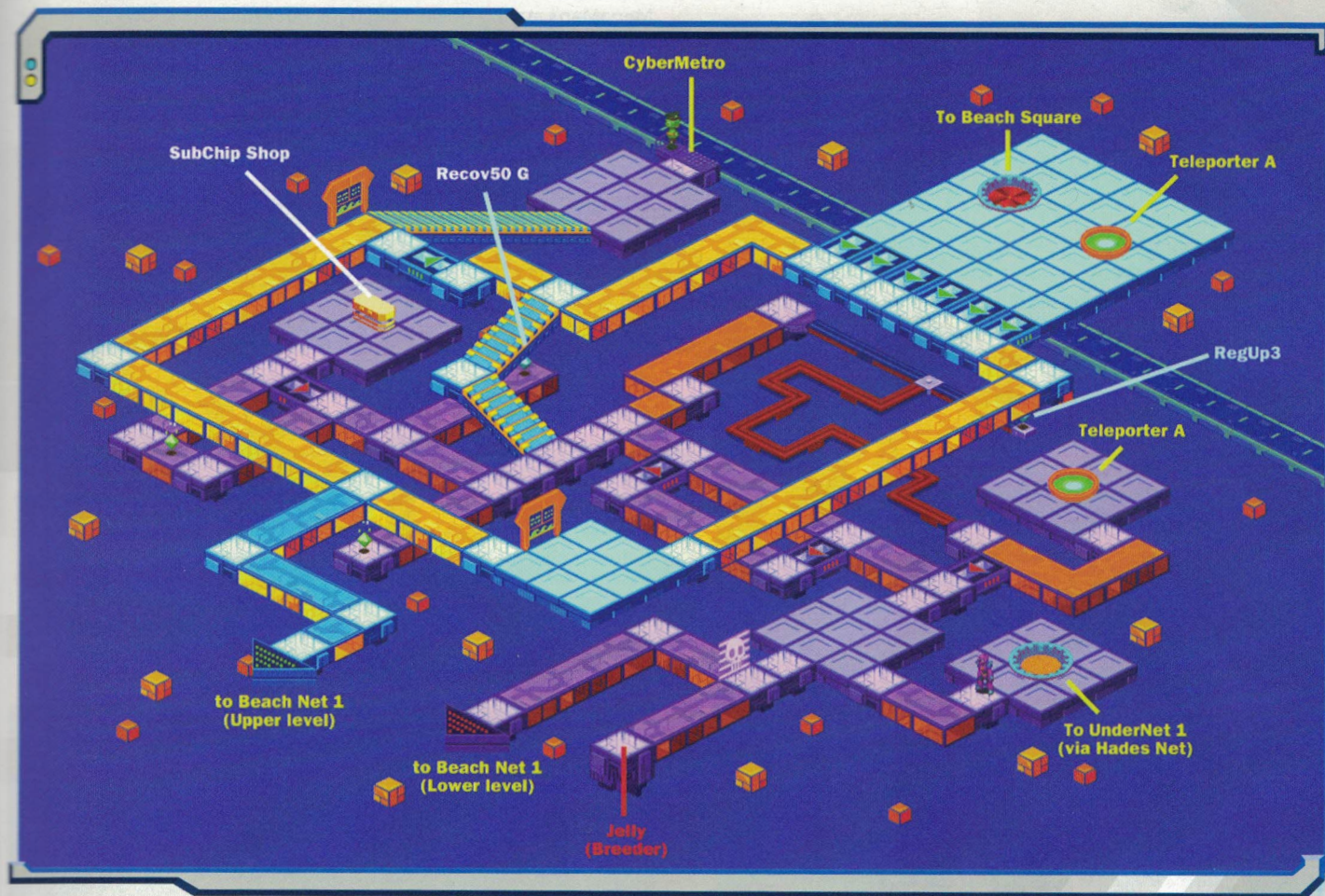
### Mine

300 points of damage? Sweet! However, this only works on a single randomly-chosen panel, and the enemy has to step on it to work. This is best when NetBattling Navis who won't stay still.

### Internet - Beach Area







### Beach Area 2 SubChip Dealer

Item	Cost
FullEng	1000Z
SneakRun	200Z
Untrap	100Z

Welcome to the Beach Area Internet, easily the most complicated area visited so far. Keep on the orange road to find the Beach Square. Be sure to grab the semi-hidden **Recov50 G Chip** behind the stairway to the lower level on the way to the SubChip Dealer, and the **RegUp3** on the blue compression road dead-end.

### Trumpy Virus

Trumpy, you can do magic things! These Viruses won't attack you directly, but you should delete them as soon as possible. Their Fanfare move renders all other Viruses temporarily invulnerable, which can really be a pain. They give up the Fanfare Chip when deleted, which has the same effect on you.

### Beach Square

#### Beach Square Program Dealer

Item	Cost
Atk+1	3000Z
Charge+1	2000Z
Reg+5	5000Z
Fish	8000Z

#### Beach Square NetDealer

Item	Cost
HPMemory	5000Z, 9000Z, 13000Z
MetlStge S (W)	2800Z
TimeBomb L (W)	4000Z
CustSword B (W)	5000Z
GodStone S (W)	8000Z
GrassStg R (B)	1000Z
TimeBomb J (B)	4000Z
Barr200 R (B)	6000Z
VarSword D (B)	10000Z



## GodStone

This Mega-Class Chip can do some heavy damage, but it needs a little setup. MegaMan needs to be standing in front of a hole, or else the Chip won't work. The GodStone pounds the ground three times, dropping three rocks each time on the enemy panels. Be careful, if the panels above and below the GodStone are also holes, there's nothing to pound and no rocks will fall.



## VarSwrd

There's more to this sword than just tapping the A Button. Hold the button down, and with the right button combinations, the sword's effects change!

- |           |                 |
|-----------|-----------------|
| ↑ → ↓     | Wide Sword      |
| ↓ ← ↑ → ↓ | Dream Sword     |
| ← B → B   | Sonic Boom      |
| B B → ↓ ↑ | Elemental Sonic |



Right next to the Program Shop is a Navi who wants to play Cyber-Simon-Says with you. 90 correct presses in one minute earns 5 BugFrag.

Head up the ramp, check out the BBS, then talk to the yellow girl Navi from before to be on TV!

Rioting NetBattle fans? Did they mistake the N1 for a soccer match? You won't get far at all into Beach Area 1 before you run into a Netopia hooligan.



### Battle

White: Beetle (x2), Trumpy

Blue: Mettaur2 (x2), Tuby

You zip right past GutsMan on the conveyor. Naturally, it's time to take the long way around. Grab the **Charge+1 Program** behind the staircase on your way, then take out hooligan #2's Viruses.

### Battle

White: Shrimpy2 (x2), Trumpy

Blue: Boomer, Canodumb2, Tuby

Ignore the orange road and instead take the mini-conveyor paths to the right, leading up to a teleporter guarded by another Netopian

### Battle

White: Swordy2, Swordy3, Trumpy

Blue: Swordy (x2), Tuby



MegaMan's staring down a big fight, but ProtoMan shows up to save the day. Somehow you get through this encounter without insulting remarks from Chaud, which is as good reason to call it a day and end it on a positive note.



Mom's got an errand for Lan, so go to SciLab. Hand the DataDisk to the assistant, get a PETCase from Dad, and some abuse from Chaud. Wouldn't hurt to check the Job BBS while you're there before you head to bed.



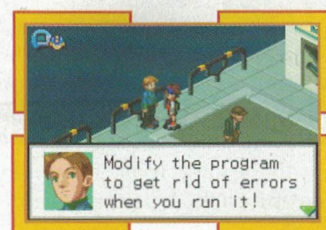
Next morning, jump ahead of the line and take your ticket to Beach Street.

Before you go to Beach Street, head back to Yoka.

Talk to "Mister Quiz" in the inn hallway. Answer his five trivia questions correctly to earn a RegUp3.

- |            |            |
|------------|------------|
| Question 1 | 3 holes    |
| Question 2 | Mettaur    |
| Question 3 | 9 drawings |
| Question 4 | 380 Zenny  |
| Question 5 | 3 pandas   |

Sunny Beach Street, home of the DNN network. Talk to the guy at the railing; he's selling something special for 5600 Zenny. The **ModTools** you get from him are a tremendous asset, allowing you to override error messages when using your Navi Customizer, if you have the right codes, that is.



Once inside DNN's offices, scope out the competition, including some weirdo in an evil clown getup, and a young blowhard named Toma. He challenges you to a NetBattle, accept it and get it on.

Check out the DNN news van. Jack In to take an **HP+100 Program**, which serves you well soon.



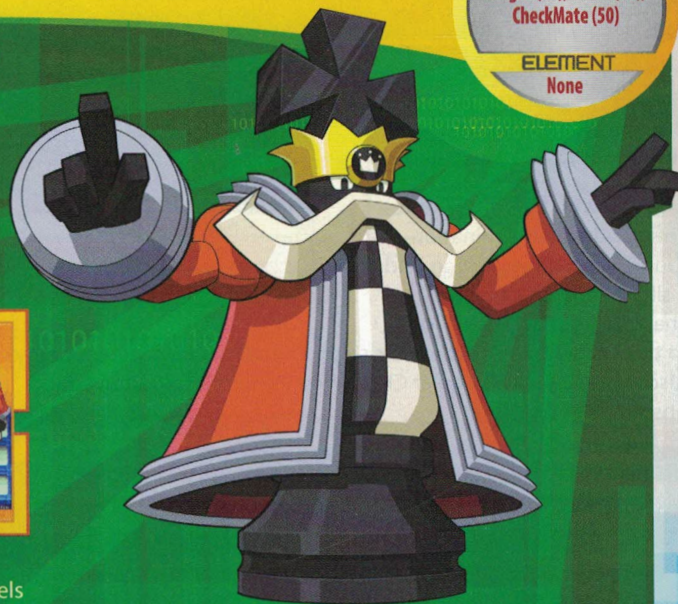


## KINGMAN.EXE

HP  
800  
ATTACKS

Knight (50), Pawn (30),  
CheckMate (50)

ELEMENT  
None



Toma's KingMan is one of that very special breed of Navi, the really annoying kind that hides behind objects that do the attacking for him. His two Pawns act as shields, blocking shots and slashing at MegaMan with LongSword-style attacks if he gets close in. Meanwhile, the Knight leaps around on your side of the field, creating Shockwaves with every landing.



If the fight goes on for any length of time, KingMan changes the field with his Plan B move, stealing your rightmost column of panels and advancing his Pawns.



KingMan's most dangerous attack and his only direct one is the Checkmate. He sends all three of his pieces into your side of the field to act as barriers, then leaps in with a crushing stomp attack himself. There's not going to be much room to run, but try.



Use Chips designed to hit the rightmost column like Lance or Boomer, plus a few GutPunch Chips to shatter the Pawns. A broken Pawn stays on the field and eventually regenerates, but for a time gives you an opening. TimeBomb attacks are also guaranteed hits.

Interestingly enough, the best way of dealing with KingMan is somewhat like a chess match; a sacrifice on your part can remove his attacking pieces, leaving the King vulnerable. Use a chip that cracks panels but not break them (such as the GutsMan series) on the right column of your side of the field, then step on one of them. When the Knight makes a leap at you, step away. Horsey go down the hole. Or if you like a riskier version that requires much better timing, step back and use a Pan1Out Chip before the Knight lands.



While you don't have to win this battle, you won't be able to re-challenge Toma if you lose. You can let KingMan delete MegaMan and still continue the story as normal, but really, it's the principle of the thing! And 1000 Zenny is always good to have.

After you're done with Toma, it's time for the big show! Head through the big doors, but check out the stack of stage props to find a **RegUp1**, then hit the stage to be introduced to the D-Block competitors.



After the intro, you're released to take the ferry to Hades Isle (who names these places?) for the elimination round. But first, open up the email from Dad; your Navi Customizer's memory grid has now expanded! It's now easier to work in the HP+100 Program you should have picked up earlier, so do so. You need the boost for the challenges ahead.





## Hades Isle

After a bizarre ferry-ride to Hades Isle, hit up the crab under the pier for a much-needed **HPMemory**, then head inside.

Meet up with the other contestants for the first elimination round. You're now playing under a slight handicap, they've changed your equipped folder to the unchangeable **HdesFldr**, so you must re-adjust your strategy. Also, you can't set a Regular Chip when using this folder, an added obstacle.



## Momogra Virus

These little guys are highly annoying. They stay in their holes until ready to strike, and when they do, they pop up behind you to do it. If you stay in the leftmost column, however, they can't attack you. Unfortunately, this leaves you at the mercy of other ranged-attack Viruses like the Deetles. Use ground-shattering Chips like GutsMan to take the Momogras out fast, then deal with the others.

The lower level of Hades is pretty straightforward. Once you get past the locked door, take the fork to the right first to pick up a **BlkBomb1 P Chip**. Then hit the other side for the **VictData**.

Bubbler A x2	HeatShot B x2	SnglBomb D x3
CannBall D x3	Burner S x4	Boomer1 H x4
WideSwrd Q	LongSwrd E	FireSwrd F
AquaSwrd N	ElecSwrd V	BambSwrd W
Recov80 D x2	Atk+10 *	Roll R
GutsMan G	GutsManV2 G	

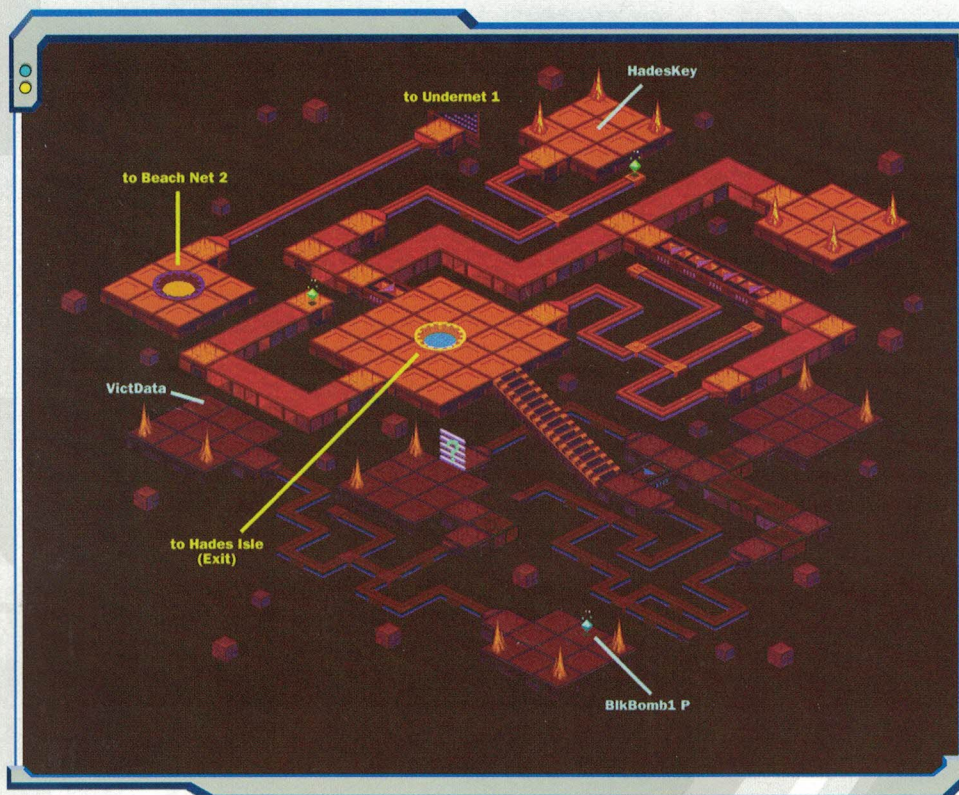
Hades Area isn't very big, but you must backtrack a fair amount to actually reach your goal. Plus the battlefields are littered with lava panels; if you have a Fire Style, be sure you use it.

Head north first along the compression road, then across the long conveyor. Take the other compression road to pick up the **HadesKey** you need in the lower level.



## BlkBomb Chip

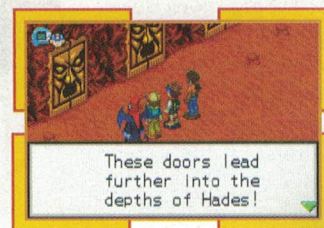
Capable of dishing out colossal damage, the BlkBomb Chips can be powerful weapons, but cannot be used alone. Once you throw the bomb, it must be hit with a Fire attack to set it off and it doesn't matter whose attack it is. But like the TimeBomb, these can be destroyed by enemy attacks with no ill effects.



They don't call it "elimination round" for nothing, it seems. On to your next challenge...



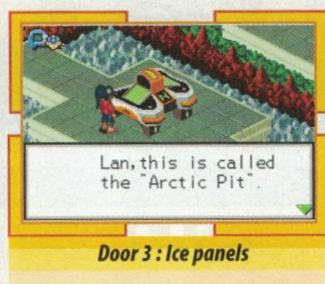
Mystery doors, a contestant in a ridiculous getup; where's Monty Hall? Lan's sent to pick a doorway to go through. While the fight ahead is the same regardless of your choice, the conditions are different.





In the path ahead you NetBattle with Tamako, one of the remaining contestants from C-Block. The theme of the path you pick is reflected

in the battlefield for this match. Unlike previous NetBattles, you must win this one, and this holds true for all Battles during the N1.



## METALMAN.EXE V2

Since MetalMan hovers over the floor, the type of panel in the field really doesn't effect his movement. To further make this fight difficult, he's gained a new move, the Metal Fist, which you've seen as his panel-removing Chip attack. His Metal Missile also fires five shots instead of three. You really have to be on your toes to avoid taking much damage here.

Your best bet is to face him in the Amazon Pit to the far right. The Grass Panels have no effect on you regardless of your Element, but he takes double damage from any Fire-based attacks if he's on one. This is especially good if you connect with the powerful Burner Chips.



Before you start the next round, you pick up a new Folder. However, you only have three minutes to talk to the various people scattered around Hades Isle and pick from their Folders! Almost everyone you meet has a Folder for you; others just waste your valuable time. You

can't check out the contents of the Folder until you equip it, but you can always get another one if the one you just picked up isn't to your liking.

Since you don't have time for the jibba-jabba, use these shots to help figure out which Folder you want and get it with time to spare.



Up at the top of the mountain, Folderboy awaits with his N1-FldrA. But he won't just hand it over; answer his quiz correctly before you can use this one.

- Question 1 100l of water
- Question 2 Zoo boss
- Question 3 Yasu
- Question 4 AquaGuts
- Question 5 CannBall

When you've got the Folder you want, let the time run out. Head back to where you battled Tamako, and through the final doorway.

It's down to eight for the quarterfinals! Dex, Yai and Chaud have all made it, as well as Toma and Q from your block, and Sama and Raoul from Lan's previous adventures. You're pitted against Dex, which is a lucky break for you. After the tough battle with MetalMan, someone like GutsMan shouldn't be any problem.



## GUTSMAN.EXE V2

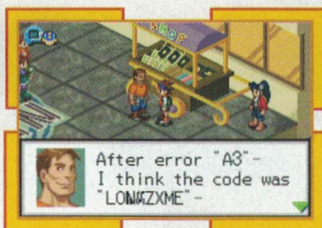
HP  
700  
ATTACKS  
Shockwave (40 dmg),  
GutsPunch (60 dmg),  
GutsHammer (40dmg)  
ELEMENT  
None

GutsMan's got a slightly new trick this time. GutsHammer cracks all the panels on your side instead of just one row. Despite this, he really isn't any more difficult than he was last time. Working with an unfamiliar deck affects your strategy, but otherwise there's really no worry.

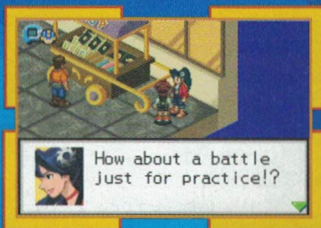
It's over, and now only Lan, Tora, Q and Chaud are left, and it looks like Q's win was dirty.

Your Folder's been unlocked, now you can fight with your normal one. Add in whatever Chips you like from your Hades Area earnings and hit the ferry back.

Head back to the studio and talk to the man in front of the kiosk to pick up the **BrakChrg Program**, along with instructions on how to use it with the ModTools you picked up earlier. It overrides the error the Program creates (since none of the styles you can have support Orange-colored Program Blocks) so you can use it anytime. This Program makes your charged Buster shots break enemy guard moves, like KingMan's chess pieces!



Tamako's itching to NetBattle again after losing to you in the NI. Go ahead, MetalMan's no tougher than the last time you faced him, plus you've got your regular Folder back. You'll earn the **MetalManV2 Chip** and her **P-Code** that lets you access Yoka Net through her homepage, a handy shortcut.



Talk to DNN's Ribbita, then go find Chaud for her down by the lower docks. You're such an errand boy.

So the best NetBattlers in the world boil down to three children and someone who dresses funny. Yep, it's the Internet age, all right!

Now it's Lan vs. Tora, a match you must win, and KingMan won't be holding back this time!



With the **BrakChrg Program** running, beating KingMan just became easier. Take out his Pawns quickly with charged shots, lure the Knight into a hole, then take out KingMan with your most powerful Chips.

Unfortunately, KingMan's also picked up a new move. His Plan B may call out a Rook piece that can't be broken with the **BrakChrg**, staying in front of him and blocking your shots. Thankfully the Rook is considerably slower than KingMan, giving you a few seconds to get in shots when he moves before the Rook can get in front. Use Chips with a splashback effect or lobbers like **ObiBomb** to get past the Rook and send Lan to the finals.



Turns out Toma's not such a jerk after all! After your match, head outside to find out Yai got hurt despite the foam mats under the trapdoors. But she's at the hospital and ready to sue DNN, so you know she's all right. Head back to the studio to see how Chaud's faring against NetBattler Q.

The Navi ProtoMan faces turns out to be a vicious sand pile called **DesertMan**. But even his fancy moves in his true form aren't enough to delete ProtoMan, so Q takes a new tactic...



No wonder Q seemed to have an unfair advantage, he's Sunayama! And a WWW agent to boot! He retreats to the editing room with Chaud in pursuit.

Before you follow, Jack In to the NetBattle machine to take a **FireRatn H Chip**. Then head up the elevator and into the editing room.







Sunayama forces Chaud to hand over his PET and ProtoMan by holding Chaud's father hostage, but Lan interferes by giving Sunayama MegaMan's PET instead. Right to the temple at considerable speed. With Chaud and his father free, it's time for MegaMan and DesertMan to rumble.



## DESERTMAN.EXE



Fighting DesertMan is not unlike your bout with KingMan. His head is the part you must hit, while his other parts serve as obstacles. His hands patrol the leftmost side of his area, and transform into Lion Heads that dash-attack when level with you.



HP  
800  
ATTACKS  
Lion Head (40 dmg),  
Arijigoku (40 dmg), Heavy  
Sand (60 dmg)  
ELEMENT  
None

While the Lion Heads aren't had to dodge by themselves, DesertMan occasionally performs Arijigoku, creating two sand whirlpools on your side of the grid, limiting your movement.

When DesertMan's HP starts getting low, he gets more aggressive, dropping Heavy Sand blocks into your side of the field. Watch for the flashing yellow panels to dodge. These blocks stay put for a while after being dropped, further restricting the room you have to dodge his Lion Heads.

The biggest problem with DesertMan is getting past all his parts. While Water attacks don't do any more damage than normal, they do have the effect of slowing him down somewhat. Bubbler Chips are good for hitting him when he's behind his sand columns. He won't move until you hit him, so planning your attacks is a little easier than most fights. Also, try to have at least one TimeBomb Chip in your folder. So long as it's placed in Desert's side of the field, he can't hit it at all (as well as temporarily giving you a row safe from Lion Heads), guaranteeing 150 dmg every time.



HP  
1200  
ATTACKS  
Lion Head (80 dmg), Arijigoku  
(80 dmg), Heavy Sand (120 dmg)  
LOCATION  
Beach Area 1

## BOSS: DESERTMAN.EXE V2

With his HP considerably higher from your first encounter, DesertMan's V2 form isn't nearly as easy to take down. He's also considerably faster when it comes to whipping out the Arijigoku whirlpools. Pick up the **DesrtMan Chip** after deleting him, which launches twin Lion Heads at your foes.

HP  
1600  
ATTACKS  
Lion Head (120 dmg), Arijigoku  
(120 dmg), Heavy Sand (180 dmg)  
LOCATION  
Random encounters in Yoka  
Inn TV

## DESERTMAN.EXE V3

Get those Water Chips handy, because you're going to want to slow him down. Your Busting Level earns you various levels of his Chip.

With DesertMan deleted and Sunayama arrested, the N1 is over before a true winner is announced. But still, better that than a WWW victory, yes?



## 2.5: INHOSPITABLE



**Boss: PlantMan.EXE**

Wily the environmentalist? Oh, Anetta dear, you're being used...

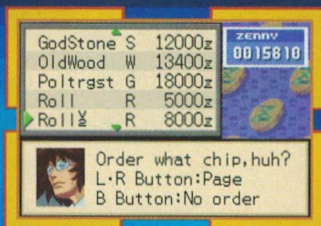


It's been a week since the N1 and Yai's still in the hospital. Before you take off to Beach Street to visit, stop into Higsby's Chip Shop to spend some N1 winnings, and check out his new ordering system!



Want more of a Chip you already own? Or something from your backup Folder that can't be moved to your normal one? As long as you've had a Chip in one of your Folders, you can order it from Higsby. However, Giga-Class Chips and some Mega-Class ones can't be ordered. Check the message boards for a tip to exploiting this system.

In other Higsby-related news, you can now buy NumberMan lotto numbers for 500Z each at the Yoka MetroLine station. However, not every number is a winner.



### Beach Street & Hospital

Stop by home real quick. The computer panel next to the TV is now open to Jack In to. Collect a measly **Spreader N Chip**.

Before you head to the Hospital, do a little re-exploring of Beach Street's other locales. Head back up to DNN's editing room, to start. Inside the editing computer, pick up an **HPMemory**, and **Jealousy J Chip** from the locked Mystery Data, which damages enemies that use Chips (such as AreaGrab). The teleporter here leads into the mysterious Undernet, but you won't get far thanks to the security cube in the path.

A woman outside the editing room needs a WideSwrd C Chip. There's a **Recov120 S** in it for you if you have one.

Jack In to the control panel for the editing room door. There's a **RegUp1** and a locked **Atk+1 Program** inside.



Take the ferry back to Hades Isle, then move up the mountain to the gargoyle statues. You couldn't during the N1, but now you can Jack In to the one on the right! There's a **WeapLV+1 Program** inside, as well as another link to the Undernet. While it really doesn't go anywhere, there is a Bug Dealer there with some good Chips for trade, including a Giga-Class Chip!



### Undernet Bug Dealer

Item	Cost
Hammer * (W)	208
GutStrgt P (W)	408
Navi+20 * (W)	408
StepCros P (W)	908
Anubis R (W)	1508
NavRcycl * (W)	2008
Elec+30 * (B)	158
Wood+30 * (B)	158
FullCust * (B)	308
GodStone S (B)	808
Meteors R (B)	1508
FldrBak * (B)	2008

### NavRcycl Chip (White Version)

Putting this Chip in your Folder effectively gives you another Navi Chip to use. Hold off on using it until you've already pulled out a Navi Chip. When activated, the NavRcycl recalls that Navi and activate it again.





## FoldrBak Chip (Blue Version)

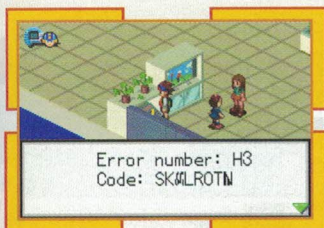
This Chip is worth every BugFrag. When used, your Folder resets itself, restoring any Chips you may have already used in battle. If you're going up against a powerful boss, or just feel like using some Chips twice, place this in your Folder.

Outside the Hospital, examine the plaque in front for a **RegUp2**.

Inside the Hospital, there's plenty to check out. There's a Chip Trader Special that takes 10 Chips, but ups the chances of better Chips in return. Jack In to the soda machine next to it. Not only is there **9000 Zenny** to be had, but there's another Gambling Navi here, with an ultimate prize of a **GutStrgt O Chip** along with a load of Zenny.



For once, the hospital magazines are worth reading. There's an Error Code written in it.



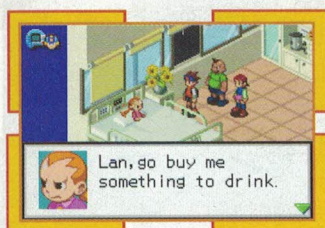
The TV has a Jack-In port, too! Appropriately enough, it contains a **Recov120 \* Chip**, and a SubChip Dealer.



## Hospital TV SubChip Dealer

Item	Cost
MiniEnrg	100Z
FullEnrg	1000Z
LocEnemy	10000Z

There's a **Geddon1 \* Chip** hiding under the kids' examination door. (The huge hypodermic needle *relaxes* children?) Take the elevator, but hit the third floor first. Check out the Tree Of Life for an **HPMemory**, then head down to the second floor to visit Yai's room.



Yai's unhappy with being stuck in the hospital. Humor her and go get her some tea from the lower-level vending machine. While you're there, a nurse asks you to help her find a wheelchair-bound boy who's wandered off.

The relentlessly adorable Mamoru's down at the beach, and as it turns out, he's a fan of Lan's! When Lan is finished being embarrassed by actually being recognized for once, Mamoru heads back to his room. Head back to Yai's with her tea, then Jack In to her bed pick up a **RegUp2**. Nothing much more to do than head home.



Tora's waiting for Lan back home. After dinner, the Swapopolis NetBattler talks Lan into doing some jobs on the SciLab's BBS in exchange for the secret of Chaud's strength.



The next morning, an email from Dex points you at the park. He's been acting weird lately. When you go to talk, Tora shows up. One NetBattle later, and Tora's off to SciLab, and Dex suddenly decides he doesn't want to talk. Oh well.

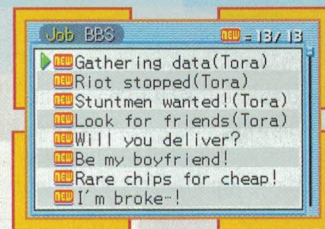


You get e-mail from Tamako; she's opened up a shortcut to Beach Square from her homepage. Good timing, too. Her shortcut comes in

## SciLab Jobs

handy for some of the BBS jobs ahead.

Check out the Job BBS at SciLab. You must complete all four jobs marked "(Tora)" to continue. While the pay for the jobs ends up in Tora's account, you are compensated as well!



Check the "Jobs BBS" section for information on the Tora Jobs. While you're about performing these jobs, there are other items to gather along the way. In Yoka, there's a man just outside the inn who trades you an **IceStage \*** in exchange for a **FireSword P**.

Head back to the bath, and Jack In to the now-unlocked bath control. There's a **Fire+30 \* Chip** inside. The teleporter takes you to a dead-end in Yoka Net. If you have the Humor Program, equip it and talk to the Navi there who made fun of your size earlier. In exchange for a miserable joke, you get a **Team1 \* Chip**.



Back in ACDC, a girl just outside the teachers' lounge is looking for a **SonicWav W**. Trade it off for an **ElecSword P**.





There's interesting news of using "trained" Viruses as weapons against other Viruses. Check back later for updates.

Once you've finished Tora's jobs, talk to him to learn Chaud's secrets, and receive a gift; the **Foldr2**, a new customizable sub-Folder. Now you have three Folders to choose from!

The new Foldr2 has some new Chips, the most noteworthy being Pawn, Knight, and Rook.



Time for sleep. Head home and do so.

The next morning, Lan's almost late, again. Talk to all the kids in class and Ms. Mari will show up to start the day... but where's Dex?



*Moving?! Get to his place right away!*

After giving Dex a proper good-bye, Lan gets an email from Mamoru. A visit to the kid should be fun, right?

Check the front desk, the nurse tells you where to find Mamoru. Head to the beach to have a little talk with him. Lan promises him the rare IceBall M Chip people have been talking about lately as a token of friendship.



Suddenly, Mamoru has an attack. Run like mad to the hospital, talk to the nurse at the front desk, then Mamoru's doctor up on floor three. Head back to check on the boy while the doctor gets his gear.



It takes that IceBall Chip to convince Mamoru to continue. If you haven't already, buy the Fish Program from the Beach Square Program dealer, then head to Hades Isle.

Jack In to the NetBattle machine that leads to Hades Net, and put the Fish Program in your Customizer. This draws out the ColdHead Viruses, and with the BrakChrg Program installed, taking them out shouldn't be hard at all. Pick up a couple of **IceBall M Chips** (after all, you should have one too) then head back to the hospital. Jack Out, then right back in, in order to draw out the ColdHeads again after your first fight.



With Mamoru now ready to fight his illness and undergo the new operation, head back home and save.

Three days later, Lan gets an email from the hospital and it's not good. Mamoru's gotten worse! You know where to go.



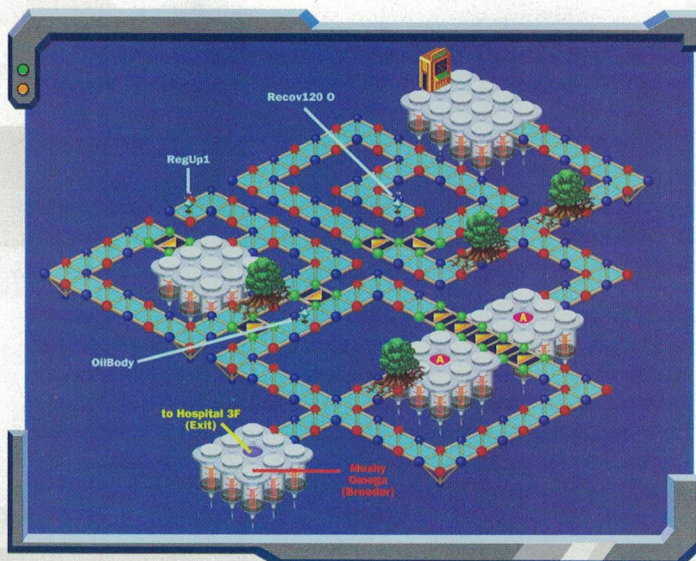
Before you head to the Hospital, go to Higsby's shop and use his Order System to stock up on cheap Fire Chips if you have the Zenny. You need them later.

Visit Mamoru's room to reassure him. When the nurse takes him to the operating room, follow suit.

At the operation waiting area, Lan gets restless after three hours. But once he hits the lobby, something goes horribly wrong. The Tree of Life has sprouted massive vines and shut down much of the hospital's equipment.



The problem's in the Tree's control computer in the basement, but getting there's going to be difficult. Lan must Jack In to the console by the emergency stairs to unlock the malfunctioning doors and get to the basement.





Hang a left to pick up a new Navi Customizer Program, **OilBody**, which attracts Fire-Element Viruses. A Program to the left gives you the **EngyChng Program**, which uses Fire or Water Chip energy and converts it into a powerful blast. Grab the **RegUp1** just above you, then test out your new power on the digiplants.

The **OilBody** is useful here since you're going to need to sacrifice quite a few Fire Chips to clear all the digiplants in your way.

Hang a left after you've taken the teleporter to grab a **Recov120 O Chip**, then the other path to reach the door control.

There's a Virus inside the control panel! Viney-type Viruses can't be hurt by attacking the head. Instead, hit the vines that reach into your side of the field to uproot this weed.



There's no way out from the first floor, and the only way out from the second is a window overlooking the ocean...

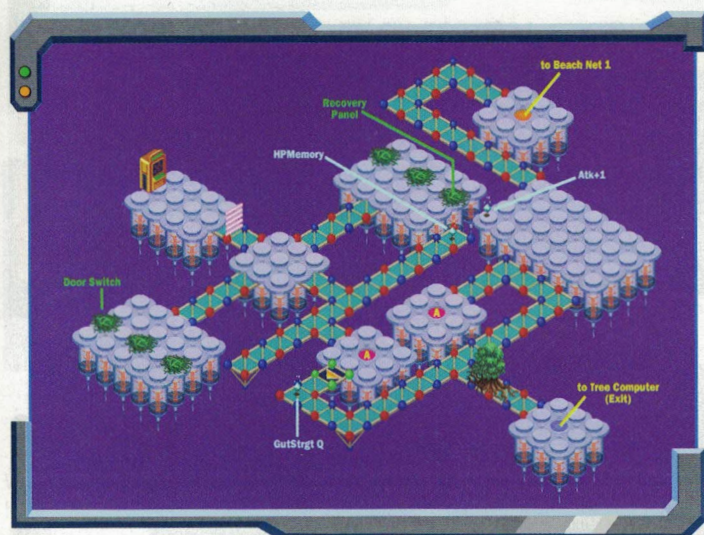
One cannonball later, Lan's outside. The door to the Tree's control room is locked, so head back in though the main doors to find the nurse with the key.

Inside, WWW agent Anetta discovers Lan before he can Jack In to the Tree's control computer. Oh, she is so being duped by Wily. But Lan has to let her get away in order to stop the Tree's rampant growth.



Hang a left from the start to pick up a **GutStrgt Q Chip**. After you take the teleporter, head right for an **HPMemory**. You won't be able to reach that Mystery Data on the other side for a bit, so don't worry about it.

This security door won't open until you find and press the release button, hidden under weeds. To the right, burn the lowest batch of weeds to uncover a Recovery Panel that instantly restores 100HP. Head left and burn the top patch to find the door switch.



Be careful when burning weed patches not pointed out here. While some earn you a Fire Chip to replace the one you just spent, others contain Viruses.

Just past the door, PlantMan is directing Anetta to the Tetra Code. MegaMan will try and take him down, but a Goofball Virus blocks the way.

### Goofball Virus

This Wood-Element Virus hides behind a steel mask until it's ready to strike. When it throws the mask forward, all the panels adjacent to it are filled with poison gas. If you have the **BlkBomb** and a Fire attack, simply chuck the bomb over, then lure the Goofball away so you have a free shot to light it when it opens up to attack. The Totem1 Chips you should be collecting in this area also hurl fire through the shield, but if you don't delete it quickly, the Grass Panels heal it. Fire is your friend.

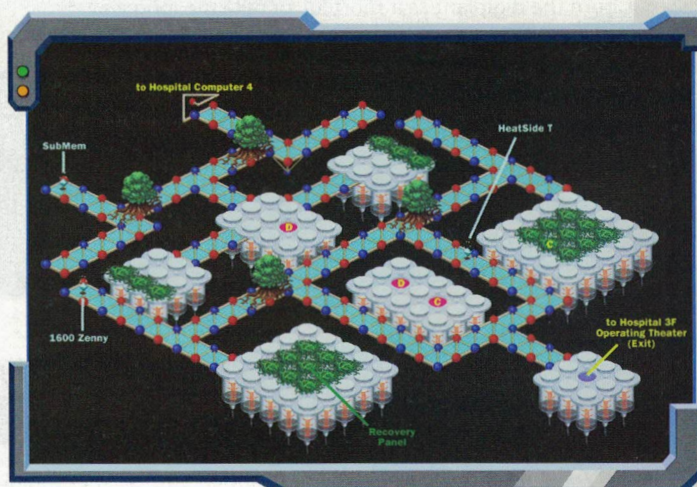


The Goofball is out of the way, and PlantMan is out of the area. With the Tree of Life back to normal, head back to the operating room to check up on Mamoru.

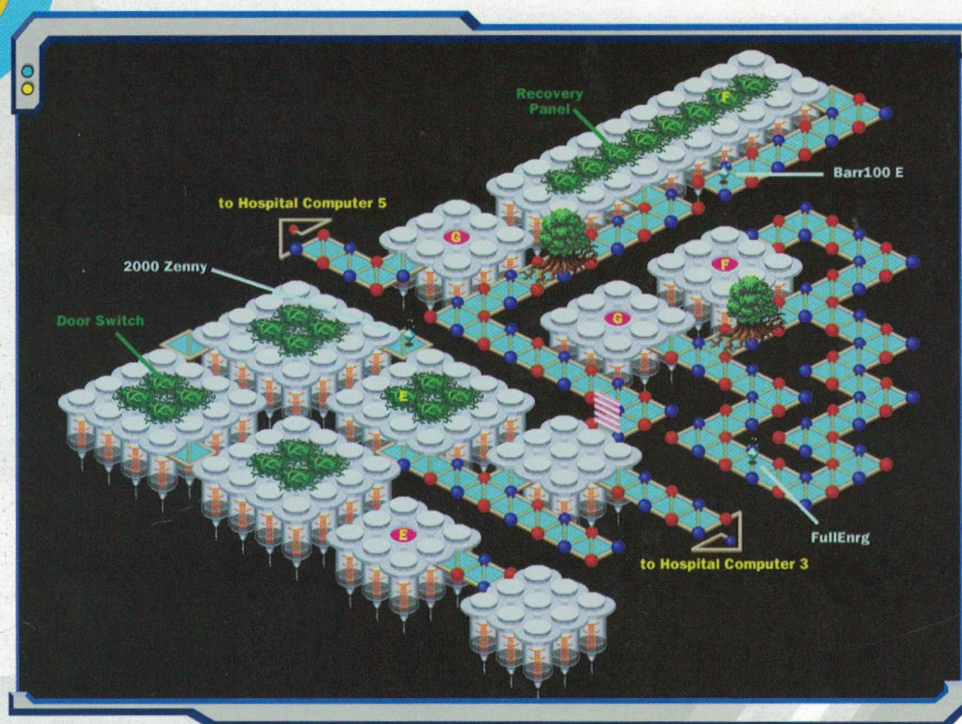
It's pretty bad; the doors are locked and the equipment is failing. Lan Jacks In to the door panel to take down the flowering felon responsible.

Take the first right to grab a **HeatSide T Chip** to use as weed killer. Unless you have plenty of Fire Chips to burn (sorry), skip the left fork, since the **1600 Zenny** on that side can easily be earned in battle. There's a warp point in the weeds to the right, in the center-left patch.

One you hit the warp point, head up and left. Burn the tree and grab the Mystery Data for a valuable **SubMem** item, increasing the number of SubChips you can carry. Then go right to enter the next area.







This area's infected with considerably tougher Viruses than earlier. You face Puffballs and more Vineys, so be careful.



There's a warp point that leads nowhere here, so don't waste your Chips trying to reach it. Head to the back-left weed cluster, then burn the topmost patch to uncover the door switch.

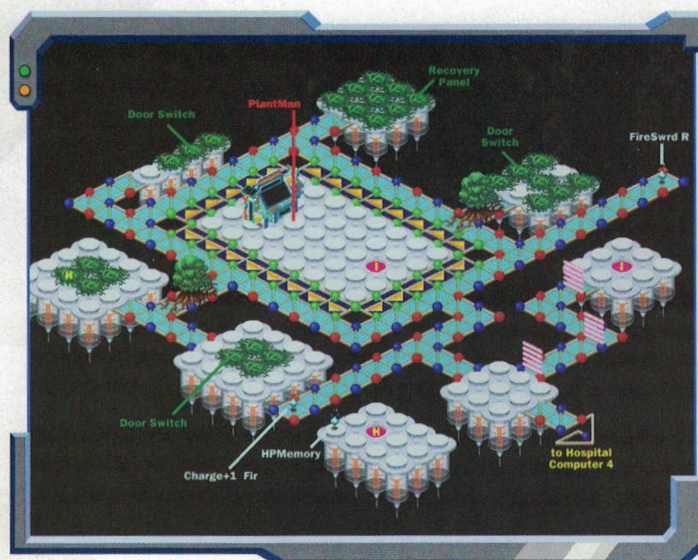
To the right, burn the third weed patch from the left in the long row and uncover a Recovery Panel to regain 100HP. Be sure to grab the **Barr100 E Chip** below the weeds.

Burn the patch second from the right for a warp point. Once you've taken it, burn the digiplant as a shortcut, or take the long way around to pick up a **FullEnerg SubChip**, the better choice. The warp point on the other side leads to the final area.

PlantMan is easily spotted in the middle of the area, but impossible to reach until you find the right warp point. Which happens to be behind three security doors.



Take this area clockwise. Take the first left for a **Charge+1 Program**, then head to PlantMan's left through the digiplant. There's a warp point hidden under the left-most weed patch in the upper section; take it to reach an **HPMemory**. The lower field of weeds has one of the switches under the leftmost patch.



The small patch of weeds up top hides a door switch in the center. If you need it, head into the huge weed infestation then burn the rightmost patch for a Recovery Panel.

Inside the I-shaped patch, the final switch waits under the left-center patch.

There's a **FireSword R Chip** below on the way back to the now-open doors. Hit the warp point and prepare your folder for PlantMan.



Reprogram MegaMan with the Navi Customizer before you tackle PlantMan. You won't need the EngyChng Program, and certainly not the OilBody.



## PLANTMAN.EXE

HP  
1300  
ATTACKS  
Rose Needle (50 dmg),  
Plant Weed (40 dmg)  
ELEMENT  
Wood

PlantMan's Rose Needle is a pretty straightforward projectile attack. There's enough of a pause before he fires to be able to dodge.

It's his Plant Weed move that causes more problems. Similar to the Viney Viruses' attack, the vines grab and hold tight if they connect, and this time around the floor panels won't flash yellow to telegraph where they're popping up. The Weed won't leave your area until you either destroy it or hit PlantMan with an power attack.

When his HP gets low, PlantMan sprouts two flowers in your side of the area. They periodically bloom and spread pollen in a cross pattern that does no damage, but does have bad effects on you. The Red Flower pollen confuses MegaMan and screws up the movement controls. Yellow Flowers stun Mega. Each one has 80 HP, try and eliminate them quickly.

Fire Chips, Fire Chips, Fire Chips. You should have plenty of them thanks to the OilBody program and Higsby's Order System. The BlkBomb does a hefty amount of damage, as do FireSwrds. You want some normal Burner Chips as well to get rid of the Flowers that pop up.



HP  
1300  
ATTACKS  
Rose Needle (80 dmg),  
Plant Weed (40 dmg)  
LOCATION  
Undernet Area 5

### PLANTMAN.EXE V2

The Plant Weed is an even bigger nuisance than before, plus the Flowers bloom sooner. Defeat him for his **PlantMan P Chip**.



HP  
1700  
ATTACKS  
Rose Needle (120 dmg),  
Plant Weed (40 dmg)  
LOCATION  
Random encounter in  
Hospital Computer 3

### PLANTMAN.EXE V3

Faster, stronger, more alive. You Busting Level determines what level PlantMan Chip you get from him.

With PlantMan deleted, MegaMan can fix the operation equipment, but it's out of energy! MegaMan transfers his own energy into the machine, saving Mamoru's life.

Mamoru's fine, but PlantMan managed to transfer the third Tetra Code to Wily. Things are looking worse...



## 2.6: THE MATCH GAME



**Boss: FlamMan.EXE**



Looks like Lan's finally going to get the recognition he deserves and an award ceremony at SciLab!

An old woman in front of the school trades you a **DynaWave V Chip** for a **Recov120 S**.



The bearded guy who installed the PresData in your PET is in the SciLab Station. He claims to be "just a guy."

A man in the lobby trades you a **VarSrw d B Chip** in exchange for a Shake1 S.



Inside the Virus Lab, Lan gets his certificate for saving the hospital (where are the awards for saving the world twice?). Outside, there's another suspicious bearded man. It's Mister Match, former WWW agent who nearly set Lan's house on fire! He claims to be on the up-and-up, perhaps laying that on just a bit thick. But SciLab seems to trust him...

There's bad things a-happenin' in Yoka Area 2, so plug MegaMan into the net and get on it!

There are two WWW Navis in the lower area of Yoka 2. The first is in the circular area beyond a compression road.

### Battle

White: HardHead, StormBox, Yurt

Blue: HardHead, Mettaur3, StormBox



Keep heading left over the other compression road. There's another WWW Navi at the dead-end near the road to Yoka 1.

### Battle

White: Mettaur2 (x2), StormBox

Blue: Ratty2 (x2), StormBox

Once you're done with them, Mr. Match alerts you to a new threat; WWW Navis terrorizing Beach Area! Tamako's homepage is the fastest Internet route to the Beach Net, take it.



While you're in Yoka, take the back road through the inn, behind the bath. A SciLab employee there calling himself the Quiz Master challenges you to a ten-question quiz with an HPMemory as the prize, and word of the "Quiz Queen".

Question 1	The 8th
Question 2	Lion
Question 3	2
Question 4	Stuffed animal
Question 5	Backward
Question 6	3
Question 7	Teachers' Lounge
Question 8	3
Question 9	300 Zenny
Question 10	A clay statue



Take a side-trip to Yoka Zoo, Jack In to the giraffe EduComp, and pick up a **StepSword N Chip**.

If you're playing *Blue*, Mister Famous is ready to NetBattle again!

## PUNK.EXE V2

HP  
1000  
ATTACKS  
Mad Roller (60 dmg),  
Shield & Chain (60 dmg),  
Double-Go-Round (60 dmg)  
ELEMENT

Punk is much faster than he was last time, and he wasn't exactly a slug to begin with. The PanlOut3 Chip is your best friend; use it to keep him on his side of the field.

### Beach Net



There's a WWW Navi just outside of Beach Square.. Exterminate!



Return to SciLab and Jack In to the Virus Lab's computer. The Navi you're after is in front of the big monitor in SciLab Net 1.

#### Battle

White: Gloomer, Mettaur3, StormBox

Blue: Gloomer, Metrid, Mettaur3

Once you've deleted him, head to upper level Beach Area 1. Another WWW Navi waits in the middle of the central platform.



#### Battle

White: StormBox, Swordy2, Swordy3

Blue: Canodumb2 (x2), Yurt



#### Battle

White: Deetle (x2), StormBox

Blue: Metrid, Shaker, TuffBunny



Take the stairs to the lower level, towards the teleporter. The final WWW Navi should be deleted for his singing alone..

Ambush! A trio of WWW Navis show up to take down MegaMan after the last one's defeat. But they're in for their own ambush. Mr. Match signs on with his new Navi FlamMan (pronounced FlameMan), who quickly toasts the enemy.

With the attack over, Lan receives an unsigned email, asking him to go to the ACDC Square BBS. Well, what are you waiting for?

#### Battle

White: Fishy, Slimey, StormBox

Blue: Fishy, Metrid, Slimey



The orange Navi in front of the boards warns you about Match then signs out. Weird. Jack Out then head for Beach Street for your delayed visit with Mamoru.

Mr. Match emails again. The WWW has made a gutsy move by siccing their Navis on the SciLab Area!



Check out the rocky path behind the hospital; a little girl there gives you the SpinOrng item that lets you rotate Orange Program Blocks in the Navi Customizer.





Inside DNN's lobby, you can NetBattle with Toma and KingMan.EXE V2 for a **KingMan K Chip**.

## KINGMAN.EXE V2



He's faster and more powerful, but that same strategies apply as last time. Get rid of the Knights and things are easier on you.

HP  
1000  
ATTACKS  
Knight (100 dmg),  
Pawn (60 dmg),  
CheckMate (100 dmg)  
ELEMENT  
None

### KingMan Chip

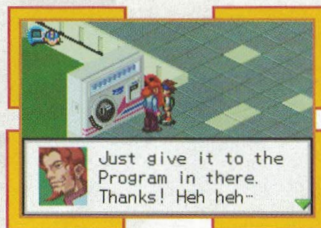
This Chip behaves differently than you might expect. You want KingMan to land *adjacent* to the enemy you want to hit, not on top of it. KingMan only inflicts damage with the cross-shaped "splash" when he lands.



Mamoru's surgery was apparently successful, and as a token of his thanks, he gives you the **HospCode**. Outside, Mr. Match is there, and asking a favor of you. Rather snarky, isn't he? Head back to the Virus Lab.



SciLab is oddly deserted. Meet Match in the Virus Lab, then Jack In and make for SciLab Net 1's upper level with the **FireData**. The Program just inside Area 1 is confused, but takes the Data anyway.



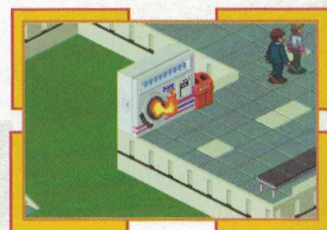
Follow Match to the vending machine, where he has you install **HeatData**. This is getting beyond suspicious, but there's really no choice.



Finally, in Dad's lab, take the **FlamData** and install it in the Program inside the computer.

Match offers Lan a **LavaStge T Chip** as a reward, getting pretty uptight when Lan says he doesn't need rewarding. With the last of these mysterious errands taken care of, head home.

Meanwhile, at the same time, fires are breaking out all over SciLab. Think there's a connection?



Once you reach the Lab, Match calls up to rub it in your face and offer a proposal: put out the fires raging across the Internet, defeat FlamMan and the SciLab will be spared. Looks like you have no choice.



## The Heat Is On

Fires are breaking out all over! Go to every net area you've visited in the past and use the EngyChng Program—along with a surplus of Water Chips—to put them out. Buy a bunch of cheap Water Chips from Higsby's to get you through ACDC, and be sure to plug the Fish Program into your Customizer to attract Water Viruses in later areas so you don't run out.

Start from Lan's homepage and get ready for a marathon. There are three fires in every section of the Internet.

### ACDC Net Fires



ACDC Net 1



SciLab Net 1



ACDC Net 2



SciLab Net 2



ACDC Net 3



Yoka Net 1







## Yoka Net 2



## Beach Net 1



## Beach Net 2



Don't worry about checking the Net Squares, those are fire-free.

As you put out the fires, some give back Water Chips for you to use, or even Zenny. Others contain Viruses, so be ready at all times.



Whenever you clear an area of fires, Match calls you to "congratulate" you in true cinema-villain fashion. Jerk.



When you've cleared the Internet of fires, Match calls again, taunting you with footage of the SciLab becoming an oven. It's going to take FlamMan's deletion to save Dad's life. He's waiting for you in Undernet 3...



While you're in Beach Net, head to the security cube in the center of Beach Net 1. Open it and use an Unlocker SubChip on the purple Mystery Data to gain the **SpinPink**, which allows you to rotate Pink Program Blocks in your Navi Customizer.

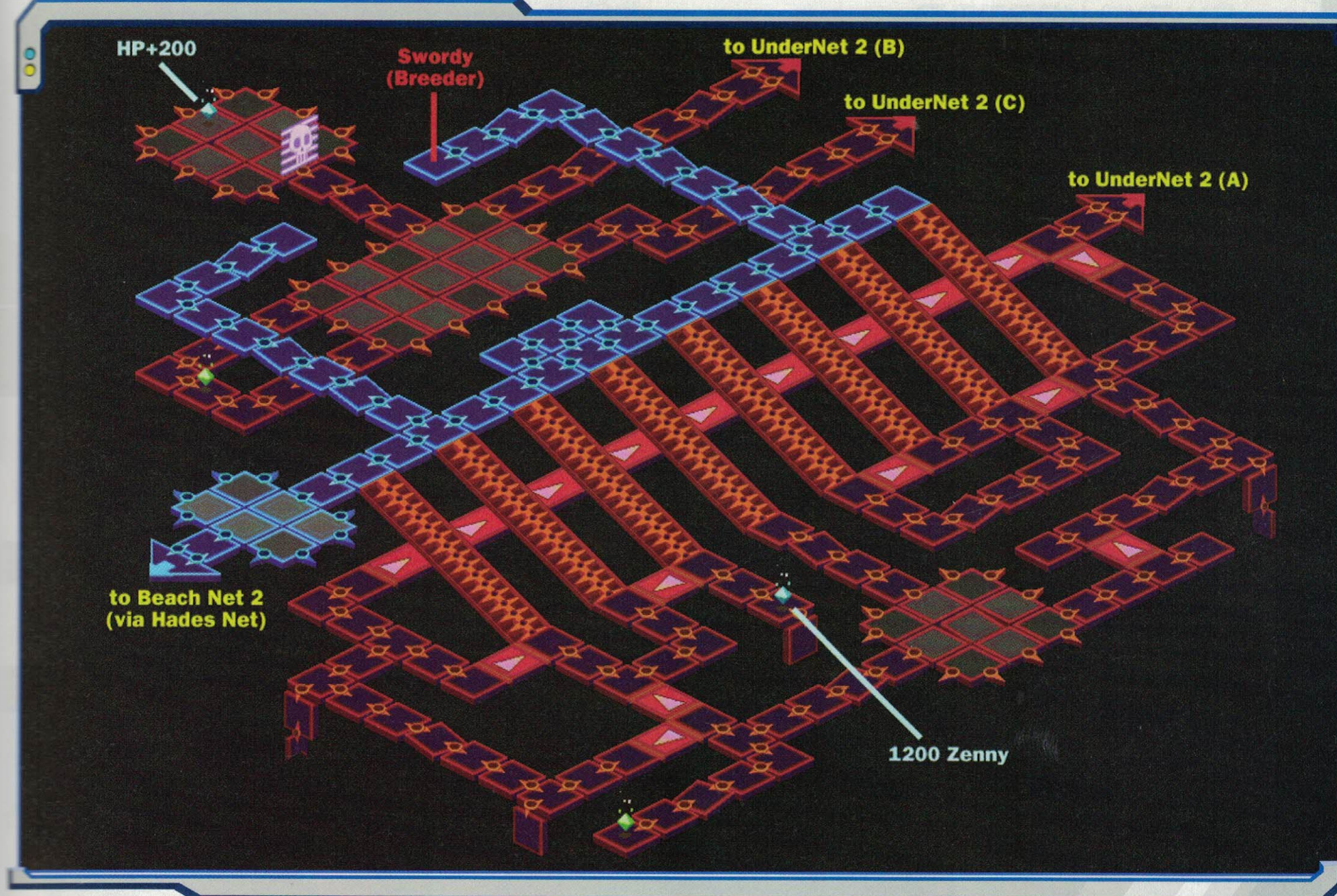
Step into the warp point to get back inside the Hospital Computer, right by the Mystery Data you couldn't pick up before. Inside there's an **Atk+1 Program Block**.



Remember the "Tally" picked up from one of the BBS jobs from Tora? Go talk to the purple Navi in the lower level of Beach 2. With the Tally, he lets you past and into the deepest, darkest area of the Internet: the Undernet.

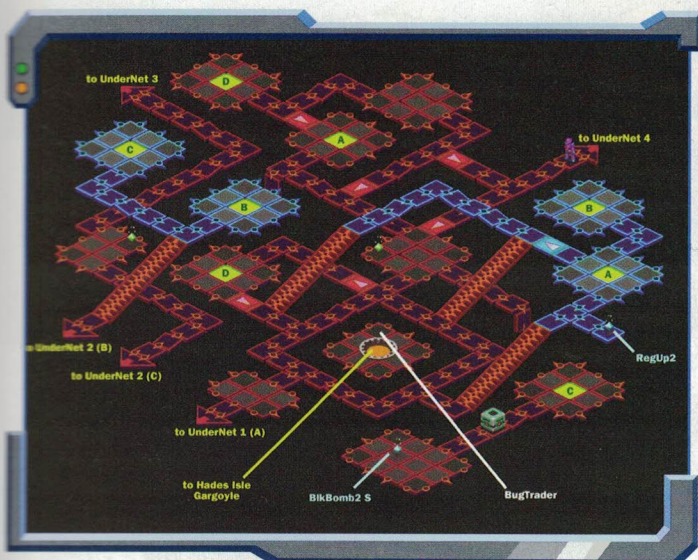


## The Undernet



It's dark and nasty, but in you go. The Viruses here are tougher than ever and the battlefields are full of holes and ice patches.

Take the third staircase to the right down for **1200 Zenny**, then head right back up and take the fourth staircase down and to the left. Stick to the outer edge to reach the long conveyor underneath the stairs, which leads to Undernet 2.



### Metrid Virus

These cloaked Fire Viruses can do some major damage to you. Try to delete them before they collapse; when they do, they unleash a rain of meteors. Watch the flashing yellow panels to dodge the meteor rain.



Head up the staircase to the right for a **RegUp2**, then take the second warp point you encounter. When you rematerialize, head straight down the stairs below, back into Undernet 1.



One quick u-turn puts you back in the lower level of Undernet 2, on the path to Undernet 3. Yes, it's like this throughout the entire Undernet.



A purple Navi blocks your path, and you can't blast him (yet). You haven't got many choices as to where to go. There's an **HPMemory** in an open area along the way.



The road ahead splits open with a massive earthquake, forcing you to take the long way around. Head back the way you came, then talk to the Navi again. Sweet-talk your way past with liberal application of Buster and Battle Chips.

## Battle

White: Canodumb3, Fishy2 (x2)

Blue: Basher, Spikey3 (x2)

There's another path-blocking Navi you won't be able to get past if you head left. Skip him and make your way right instead.

MegaMan pauses, rightly feeling he's being watched. Head up to FlamMan's platform and get ready for a scorcher.



## FLAMMAN.EXE

HP  
1000

ATTACKS

FireBlaze (60 dmg),  
Chaos Flame  
(60 dmg)

ELEMENT

Fire



The Navi's a mass of incandescent gas, a digital nuclear furnace. He doesn't have many moves at all, but the real pain comes from the twin candles in the back row. When they glow green, FlamMan is invulnerable. When they glow red, FlamMan's HP slowly regenerates. Shoot both the candles to temporarily put them out and open FlamMan up to attack.



FlamMan's fiery breath engulfs an entire row of panels in a pretty straightforward attack. Just sidestep and you should be fine. Be careful when his HP drops, however, as he changes up the attack into a wide-spread inferno with very little room to run.

The Chaos Flame creates two fireballs that merry-go-round around your side of the field whenever one of the candles glows yellow. These severely limit the amount of room you have to run with. Extinguish the yellow candle to put out the fireballs.

Naturally, Water Chips do you a world of good. His FireBlaze breath can't cross holes, so pack in a few PanlOut3s to keep his direct attack at bay. Extinguish those candles as soon as possible, and FlamMan should burn out.





HP  
1300

ATTACKS  
FireBlaze (80 dmg),  
Chaos Flame (80 dmg)

LOCATION  
Undernet Area 5

## FLAMMAN.EXE V2

FlamMan starts out with a much quicker FireBlaze that spreads out. **FlamMan F** is a valuable Chip to have, sending a stream of fire across the field. You can change the direction of the flame by pressing up and down on the control pad.



HP  
1700

ATTACKS  
Attacks: FireBlaze (150 dmg),  
Chaos Flame (150 dmg)

LOCATION  
Random encounters in Yoka  
Net 1

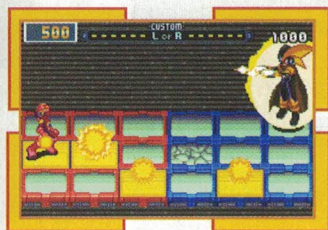
## FLAMMAN.EXE V3

FlamMan may be down, but he's not out. But before he can proceed to torch the place...

Nothing in your arsenal can break the Navi's protective aura. He slaughters MegaMan easily, and there's nothing you can do to stop it.



Who is this cloaked Navi? Whoever he is, he wastes FlamMan effortlessly, then comes after MegaMan.



The Navi that warned you about Match arrives, saving Mega's hash. Willy also interferes, telling the Navi now known as Bass that all four Tetra Codes have been assembled. Bass reluctantly disappears, and the other Navi as well...

When MegaMan comes to, get back to SciLab. Dr. Hikari has to be taken to the hospital right away. There's not much Lan can do but go home and sleep on the day's events.



## 2.7: UNDER THE C:



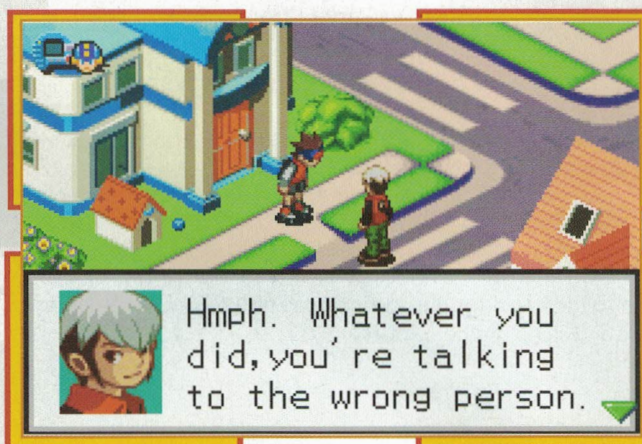
Boss: DrillMan.EXE



Wily's got all four Tetra Codes now. This is what is known as a Bad Thing.



Lan's feeling way low over his involvement with the SciLab sabotage. Even MegaMan and his friends can't snap him out of it.

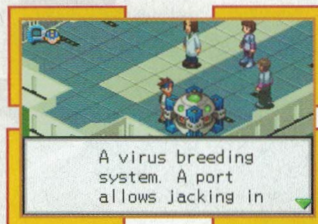


Oh great, Chaud. Wait, where are the insults? And he's asking for your help? Take his advice and go visit Dad at the hospital.

## Hospital



Sean, former head of the Gospel NetMafia and Wily dupe, tells Dr. Hikari about the creation of a super-Navi. Upon realizing that someone who'd committed far worse crimes than the one he was conned into is doing his all to make amends, Lan decides he's not going to give up either. Off to SciLab!



Talk to the scientists in the Virus Lab. They tell you about the new Virus Breeder. By finding benevolent Viruses scattered throughout the 'net, you can raise them into powerful Battle Chips.

Virus breeding is a completely optional task. While you don't need the Chips to complete the normal game, any NetBattler worth their PET knows that collecting them all is the way to go, plus they must be in your Library in order to reach the final challenges.

Hidden across the Cyber World are spots where you face off against a family of Viruses (for example, a Mettaur, Mettaur2 and Mettaur3 all at once). Defeat them and they re-appear as tamed versions and be transported to the Virus Lab. There are also Ω versions of the Viruses to be found, but you must have obtained the normal versions and given them 100 Bug Frags first.



Once in the Breeder, the scientist next to it gives you a new Chip to summon the Virus in battle. When used, it quickly cycles through the available versions of the Virus. Tap the R button to select the Virus and unleash its attack.



The strength of each Virus' attack can be increased by Jacking In to the Breeder and putting BugFrag in their feed bowls (how cute!). Each Bug increases the Virus' attack by 5 points. Talk to the Program in each Virus section to redistribute the Bug Frags you've placed in the bowls and check on the Virus' damage ratings.



A briefing with Chaud sends Lan and Mega on their mission to infiltrate the Undernet and locate the Navi known only as "S". Install the **BlickMind Program** Chaud gives you in order to blend in with the UnderNavis.



Before you leave SciLab, Jack In to the Square and head into SciLab Net 2. Take the path off the yellow road and face off against a **Mushy Family** for the Breeder.

Head back to Yoka and use Tamako's homepage and Beach Square shortcut to get to the Undernet's Beach entrance quickly.

Before you Jack In, talk to Tamako. She's ready to NetBattle with the final version of MetalMan!

## METALMAN.EXE V3

MetalMan's final upgrade doesn't really pack in any new moves, just more HP and much more damage when he connects. You can only earn the **MetalManV3 Chip** by faring very well against him. With lower Busting Levels, you get lesser versions of the Chip, or a few measly Zenny.

Unlike previous NetBattles, Tamako won't deny you an immediate re-challenge if you win, since she's out of upgrades. Keep thrashing MetalMan until you get the Chips you want.



A green Navi here sets you up for a game of Cyber Simon-Says. Get 99 presses correct in a minute for a whopping 30 Bug Frags!



In Beach Square, talk to a purple Navi and play badguy to teach him how to act. He gives you a **Team2 \* Chip** as thanks.

On the way to the Undernet portal in Beach Net 2, check out the dead-end right by the skull door. Fight a **Jelly Family**, and add them to your Breeder.

In Undernet 1, stay on the blue road to the end and take the left to the dead-end. There's a **Swordy Family** waiting.

Head back into the Undernet and seek out the Navi who blocked your path in Area 3. With the BlickMind Program installed, the Navi lets you past, and into the UnderSquare.



## Under Square

A warped dive of scum and villainy, but oddly enough a safe haven from Viruses in the Undernet. There are also powerful upgrades to buy here, and even a BBS.

### Under Square NetDealer

tem	Cost
HPMemory12000Z, 16000Z, 20000Z	
VarSurd E (W)	8000Z
Knight V (W)	10000Z
NrthWind Z (W)	13000Z
FullCust * (W)	5000Z
TimeBomb L (B)	4000Z
FlrSurd * (B)	6000Z
Navi+20 * (B)	7500Z
OldWood W (B)	15000Z

### NrthWind

Going up against an enemy with a protective aura? Throw the NrthWind Chip at it and subtract one Aura, saving you the hassle of breaking it through normal attacks. Be sure to grab several of these, as you need them later against Bass, as well as some later Viruses.





## Under Square Program Dealer

Program	Cost
Battery	8000Z
HP+300	20000Z
Beat	10000Z
Tango	10000Z
SetMetal	5000Z



In order to start on the "Ranking," stand in front of the creepy-beyond-all-reason statue in the center of Under Square. Hoo boy, that's a lot of bad Navis...

The statue speaks! Simply for the dubious honor of fighting a Ranked Navi, you must clear out

all the competition in a free-for-all in Undernet 1, 2 and 3. Go get some.

Right outside the Square's warp, four of the Navis wait for you with a Virus hogpile.



### Battle

White 1: Mettaur2 (x2), Mettaur Ω	Blue 1: Canodumb2 (x2), Mettaur Ω
White 2: Shrimpy (x2), Shrimpy Ω	Blue 2: Momogra (x2), Shrimpy Ω
White 3: Yurt (x2), Canodum Ω	Blue 3: Canodum Ω, Swordy, Swordy2 Ω
White 4: Swordy (x2), Swordy Ω	Blue 4: Beetle (x2), Swordy Ω

Once you've cleared out this rabble, retrace your steps back to the beginning of Area 1 to find the various Navis vying for ranking.



The next Under Navi is waiting in the big u-turn in Area 1.

### Battle

White: Beetle Ω, Canodum (x2)	Blue: Beetle Ω (x2)
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After taking the teleporter, turn to the left before taking the stairs down to find another Navi.



### Battle

White: Spikey (x2), Spikey Ω	Blue: Slimey (x2), Spikey Ω
------------------------------	-----------------------------

Continue forward from the beaten Navi and take the stairs down. Take a big u-turn back to the upper-left over the short conveyor to find another Navi by a teleporter.



### Battle

White: Ratty (x2), Ratty Ω	Blue: Mettaur2 (x2), Ratty Ω
----------------------------	------------------------------

Another thug's waiting in the path back to Area 1.



### Battle

White: Bunny Ω (x2), Metrod Ω	Blue: Metrod Ω, Mettaur Ω
-------------------------------	---------------------------

Once you're in Area 1, head up the stairs to the main road, and take out this one's Viruses.

### Battle

White: Bunny Ω (x2), Dominerd Ω	Blue: Dominerd Ω, Metrod Ω
---------------------------------	----------------------------

From there, take the center stairs down to your final brawl.



### Battle

White: Yort Ω (x3)	Blue: Bunny Ω, Canodum Ω, Yort Ω
--------------------	----------------------------------

With the ten Navis deleted, MegaMan now has the honor of fighting a Ranked Navi. The rock speaks to you: find the #10 Navi "where the evil fall." Sound familiar?

## #10 Navi

Take the ferry to Hades Isle. Jack In to the demon lighthouse beacon and explore the upper section to face a **Spikey Family** to add to your Virus Breeder.



Afterwards, Jack In to the eight-man competition machine and head to the upper-right corner of Hades Area. The ghostly Navi there holds the #10 Rank. Wipe out his Viruses and the Navi will give up his Rank.

### Battle

White: Gloomer, SnowBlow Ω	Blue: SnowBlow Ω, Trumpy
----------------------------	--------------------------





You've got May! Roll's in trouble in Zoo Comp 2, so get moving.

Wait, no fight? That works! Twist the arm, go ahead! The Navi gives up his Rank willingly, and gives you an odd clue; "Rednu3" for where #8 is.



## #8 Navi

Head to Undernet 3, where you fought FlamMan. #8's waiting for you. But, BeastMan is Navi? How can that be? Take out the V3 of BeastMan, and earn the Rank #8. Looks like the WWW's after the same Forbidden Program as you are.



The former #8 Navi that BeastMan defeated gives you a hint to #7: "the head of learning". Then he turns around and attacks you from behind. Of course.

### Battle

White: Fishy (x2), Fishy Ω

Blue: Fishy Ω, Spikey, Spikey2

## #7 Navi

The obvious answer to the riddle, the Principal's Computer at ACDC School. Before you Jack In, though, search the bookshelf next to the chalkboard in classroom 5-B for a **RegUp2**, and the rightmost row of computers in the teachers' lounge for a **RegUp1**.

Thankfully, the lights are back to normal in the PC. The #7 Navi is in the lower-left section of Computer 2. Rather than fight, he sets you on a quest with the clue "one of many birds."



One cowardly Under Navi retreat later, MegaMan gets an email from the Navi formerly known as #10. #9 is found "where science gives life". While you're in Zoo Comp, head to the lower-left corner of 2 to find the Breeder **Spikey Ω Virus**

once you're fully fed the normal Spikeys. Head all the way back to Comp 4 where you first tamed BeastMan.EXE to meet up with a **Momogra Family**.

Return to the hidden alarm next to the panda enclosure and Jack In. Head straight left and find the **Swordy Ω Virus** to finish up that set in your Breeder.

## #9 Navi

Head to Tamako's stand, Jack In, then take her shortcut to the Beach Area. Take the teleporter in Beach 1 into Hospital Computer 2, where you picked up an Atk+1 Program and talk to the ghostly Navi there.

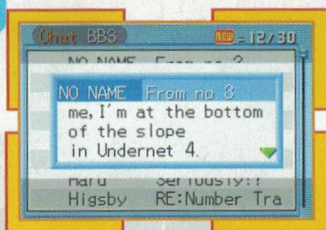


Right in front of the black-board in Area 1, there's an **Eye Family** for the Breeder in SciLab. Once you've prepared them, Jack In to the Virus Lab doorway to find the Breeder-compatible **KillerEye Ω** along the upper-left wall.



No, not the zoo. Head for Beach Street Hospital, up to Mamoru's room. Pick up an **Origami** bird from by the bedside, then return to the Navi to get the #7 Rank. Unfortunately, it seems he's forgotten the clue to #6's location, and doesn't particularly feel like jogging his memory. Or even lightly strolling it.

Chaud sends you a new email; looks like someone else is gunning for Ranking, and brazenly posting on the ACDC BBS about it. Check it out. While you're in ACDC Net, check area 1 behind the skull door (with the WWW-ID—you have been taking BBS jobs, haven't you?) for a **Mettaur Family**. Return to classroom 5-A and Jack In to the blackboard to find the **Mettaur Ω** at the bottom to complete the set when the normals are full.

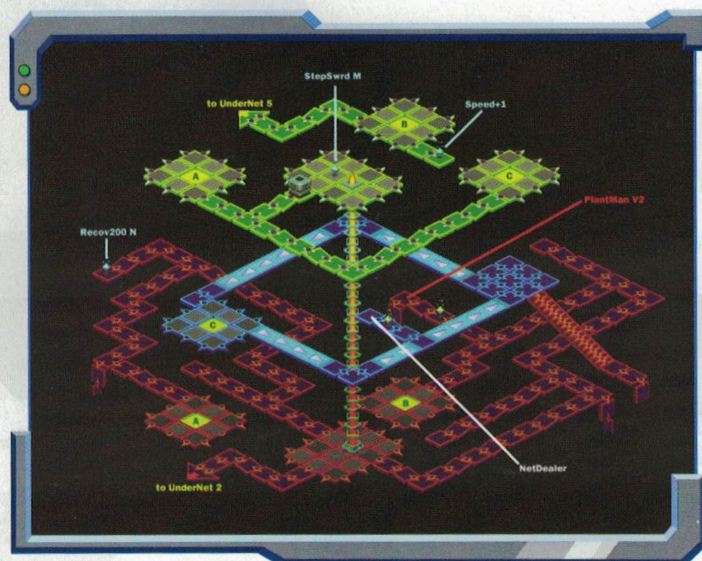


Someone Ranked #3 is apparently ready to take on MegaMan now. This could be a chance to really jump up in the Ranking, so go to Undernet 4 to meet him.

## #3 Navi



To reach Undernet 4, you must go off the path you normally take to Under Square. In Undernet 2, turn left to the short conveyor and take the teleporter on the other side. Stay to the upper route, and talk to the Navi guarding the path.



## BrushMan Virus

While these little guys typically don't attack directly, they can be a major nuisance. Every time they move, they change the panels to Holy Panels. If they move to one of the panels on your side, however, they make them into Poison, Sand, or some other adverse-effects panel.

Once in Undernet 4, head left from the support pole. Pick up the **Recov200 N Chip** in the Mystery Data along the way, then take the teleporter to the upper green level. A short stroll to the other side, then take the teleporter down to the blue level. Check out the Chip Shop on the way.

## Undernet 4 NetDealer

Item	Cost
HPMemory8000Z, 12000Z, 16000Z	
Pawn N (W)	5000Z
AntiDmg N (W)	5000Z
Recov200 W (W)	10000Z
VarSword D (W)	10000Z
CrsShld3 N (B)	7500Z
FireRatn B (B)	9000Z
Recov150 * (B)	12000Z
StepCros P (B)	13000Z
Atk+30 * (B)	14000Z

Head down the long staircase to the right, where the email pointed. It's another ambush, and there's no room to dodge...



It's GutsMan! He saves MegaMan's skin and deletes the Navis. Dex is back in town to cheer Lan up! GutsMan Jacks Out, but before MagaMan can follow suit, someone who looks a lot like GutsMan arrives: a mysterious Navi called CopyMan.EXE. And he sacrificed his own lackeys to take out the Navi who's gunning for his Rank. That's cold.





## COPYMAN.EXE/GUTSMAN.EXE V3

HP  
900  
ATTACKS  
Shockwave (100 dmg),  
Rocket GutsPunch (150  
dmg), GutsHammer (100  
dmg), Z-Punch (150 dmg)  
ELEMENT  
None



CopyMan had to pick a new, improved GutsMan to emulate, didn't he? He's replaced the standard GutsPunch with a projectile version that fires across an entire row, which he's more likely to use than the standard Shockwaves.

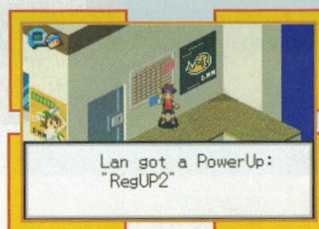


Oh, this is ugly. The Z-Punch move grants CopyMan invulnerability for a few seconds and a speed boost as well. He flings rocket punch after rocket punch in rapid succession. If you have a Mole or Invis Chip, use it now.



### #2 Navi

DNN's the location; the NetBattle stage is your objective. Before you head in, check the storefronts of Beach Street. There's a very dedicated shopper who is first in line for a sale, and forks over a **SpinPrpl** for your Navi Customizer if you tell no-one about it.



Check out the recording schedule in the editing room for a **RegUp2**. In the studio, disturb the live presentation of the Navi sentai show in DNN's studio for a chuckle, then Jack In to the NetBattle machine. Ranked Navi #2 awaits...

Beaten, CopyMan gives you the hint to the #2 Navi, the only one who knows the location of S. "The place of battle" can mean almost anywhere on the net, but one obvious location should spring to mind.

If you're feeling strong, retrace your steps back to the base of the pillar, and take the left branch. The dead-end just before the teleporter has PlantMan's V2 form waiting for you.

Continue on and take the teleporter up to the green level. The passage there leads into Undernet 5. However, the only thing of actual interest there is behind the security cube, and you must have beaten DesertMan's V3 to open it. There's a **SandStge C** Chip behind it.



The Navi you face inside is different depending on which version of the game you're playing. In *White*, you go up against the genie-Navi MistMan.EXE, while *Blue* holds the "striking" BowlMan.EXE.





## MISTMAN.EXE

HP  
1000  
ATTACKS  
Majin Tackle (40 dmg)  
PoisMist (40 dmg),  
SoulGang (20 dmg)  
ELEMENT  
None

As MistMan's lamp bounces around the arena, he tries to tackle you when it becomes level with you. Thankfully, this attack is easy to dodge.

His PoisMist attack fills your side of the field with clouds of poison gas.

MistMan appears from any cloud next to you and throw a punch. There's really not much room to run that isn't full of gas, but try.



When his HP gets low, MistMan uses the SoulGang, calling two black shadowy masses that seek MegaMan out, stunning him if they catch him, leaving him open for a Mist Tackle in the kisser.

Naturally, MistMan's lamp is the target. He doesn't hit hard, but the biggest danger is his PoisMist that eats away your HP as the fight progresses.



## BOWLMAN.EXE

HP  
1000  
ATTACKS  
Gatling Pin (40 dmg),  
Bowling Bomber (40 dmg),  
Tower Bowl (40 dmg)  
ELEMENT  
None

(Author's Note: Best. Boss. Ever.)

BowlMan actually has a fairly predictable attack pattern. When he whips out the Gatling Pin, get ready to dance. It fires numerous bowling pins across the field in a pattern, sidestep up and down to dodge. While you can shoot the pins down, they bounce when shot, and can still hit you. Either knock him out of the attack with a strong one of your own, or dance, dance, dance.

BowlMan's two-stage bowling attack can be a real pain. First he raises several pins in your field. You take damage if one pops up underneath you. Then he hurls a bowling ball across your row. This attack by itself is easy to see coming and dodge, but the pins reduce your running room, plus any pins the ball strikes come flying at you.

Invis, Mole and Shadow Chips help you dodge the Gatling Pin attack. But the CrsShld Chips not only save you from harm but hurt BowlMan to boot. PanlOuts block his Bowling Bomber, and the pins on your side are removed by his own Gatling (or your own attacks). Stay on your toes and hit him with your hardest moves, nothing fancy.





You can re-challenge the #2 Navi right away. However, it is only the first version again, and you won't earn their Chip. But it sets up the chance to fight the V2 later on, a fight that does earn you Navi Chips.



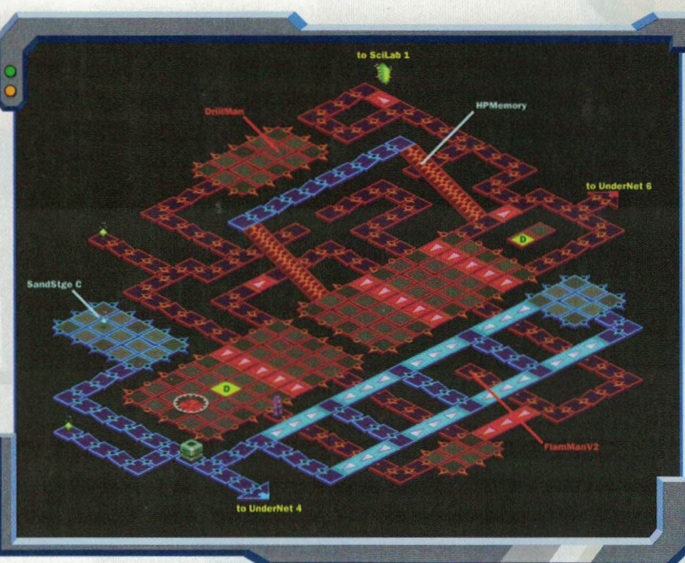
Once you've beaten the #2 Navi, you earn the #2 Rank, and learn of Serenade, the #1 Ranked Navi, also known as "S", owner of the Forbidden Program. The only way to reach him is by a secret Jack-In location in a real-world computer, hidden by a boulder. Not too many boulders in this game, are there?



Take the MetroLine to Yoka, and go to the inn. Check the pots in the room for a **RegUp1**, then check out the stone bath. Jack In to the control panel and explore the interior to find a **JellyΩ** for your Breeder. The buckets from before are gone (huge obstacle, huh?), and there's now a door in

the stone. Beyond lies the Undernet's server room, and the portal to the hidden section of the Undernet Square.

The Forbidden Program, **GigFreez**. Only a Chosen One can install it. Lucky for the world MegaMan is a Chosen One, hm?

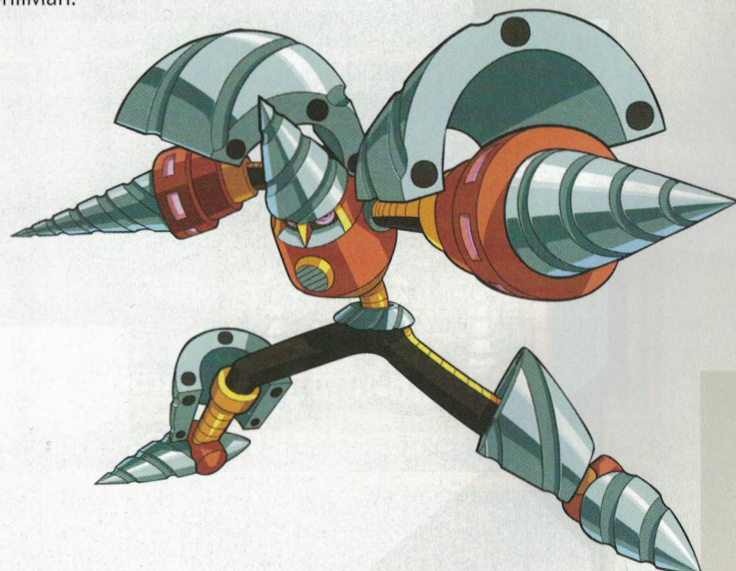


... which leads deeper into the Undernet, Area 5. You can see DrillMan from the hole, but can't reach him yet. Be sure to grab the **HPMemory** hidden by the stairs. Skip the entrance to Undernet 6 (for now) and head left.

Cross the first row of conveyors in the main square, then take the path down to the lower-right under the blue paths.

**FlamMan V2** is in the short dead-end along this path. Tackle him if you're feeling brave and want his **FlamMan F** Chip.

If you want to grab some more Chips before the big fight, visit the Under Square by heading all the way to the left. Don't cross the conveyors in the other large section, but take the left path up to face DrillMan.



Upon leaving the Undernet, Lan meets the Undernet's administrator **Mamoru?** His dad created the Undernet, a defense mechanism to protect the powerful Forbidden Program.



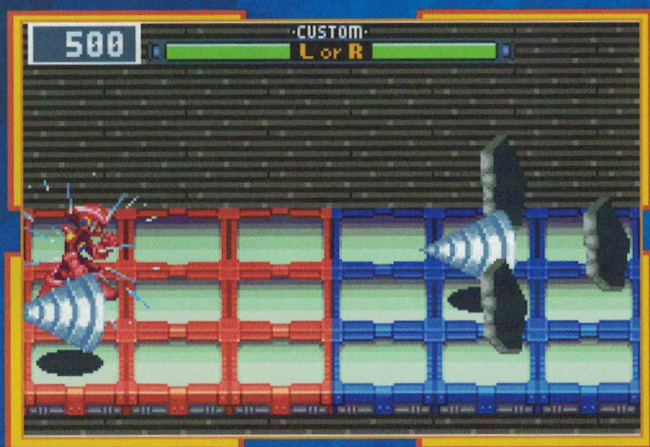
Meanwhile, DrillMan breaks the four Tetra Gates thanks to the Tetra Codes, and takes the capsule containing Alpha's data. Rush to SciLab 1 to give chase through the hole...



# DRILLMAN.EXE

HP  
600  
ATTACKS  
Drill Drive (80 dmg), Panel  
Crusher (80 dmg), Rubble  
(60 dmg), Triple Hole (80  
dmg)  
ELEMENT  
None

Do *not* let DrillMan's low HP fool you. He jumps right into his Drill Drive attack, which is invulnerable from the front. Which of the three attacks disgorges DrillMan is random, just sidestep and be ready to counter.



When three holes appear simultaneously on his side of the field, they disgorge unbreakable drills. DrillMan's hiding in one of them; thwack the right one to break him out of the attack.



Watch out for flashing yellow panels! DrillMan and his twin drills bust through, taking out those panels for a little while. Don't stand too still afterwards. Three pieces of rubble fall from the air afterwards. Watch for their shadows.

If you have the BrakChrg Program, install it to break through his protective drill with powered Buster attacks. If you want to do more damage and get it over with quicker, you're going to need plenty of wide-effect Chips. Most Elemental Swords work with good timing, as well as the Burner. AirShoes are also nice for those pesky holes he puts in your field.



HP  
900  
ATTACKS  
Drill Drive (120 dmg), Panel Crusher  
(120 dmg), Rubble (100 dmg), Triple  
Hole (120 dmg)  
LOCATION  
Undernet 6

## DRILLMAN.EXE V2

He's much faster this time around. You definitely want Chips that break guards to take him down. His **DrillMan D** Chip hits every panel with guard-breaking drills.

HP  
1200  
ATTACKS  
Drill Drive (160 dmg), Panel Crusher  
(160 dmg), Rubble (140 dmg), Triple  
Hole (160 dmg)  
LOCATION  
Random encounters in Hades  
Net

## DRILLMAN.EXE V3

Vreeeeeeeeeeeeeeeeeeee! Lightning speed! His higher-level Chips are especially powerful, since he follows up his Drill Drive with a Panel Crusher, and even Rubble, effectively tripling the damage you can inflict on an enemy!



DrillMan's gone to meet his cousin BubbleMan, and Alpha's capsule is sa...



...aw, nuts. Bass ruins everything by not only snatching Alpha, but by being immune to the Forbidden Program! Things have just gotten much worse.



## 2.8: THE FATED SHOWDOWN



**Bosses: Bass.EXE, Alpha**

One weird dream later...



I'm the captain of the Electopia 8th tank division!

Talk to Mayl in the park, and she gives you the **RollV3 Chip**, the most powerful version of Roll. Once you've found all your friends, SciLab sends out an email with instructions on getting a pass to the MetroLine. Go meet ProtoMan in SciLab Square.

The army's called out martial law, and moved tanks into ACDC in preparation for a net attack. There seems to be a fatal flaw in the logic here.



Lan got a chip for "Roll V R"!!

Well, that was easy. Take the MetroLine to SciLab. A **RegUp1** has been carelessly tossed in the garbage in the MetroLine station, dig for it.

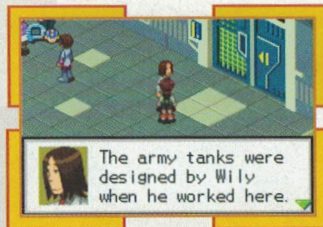


Everyone's waiting for you guys at SciLab, so hurry!



SciLab created Alpha a decade ago in a top secret project.

Sit in on the meeting in Dr. Hikari's office, and learn the history of Alpha.



The army tanks were designed by Wily when he worked here.



Whaaa!

Gee, the tanks designed by Wily went berserk? Who'd-a thunk it? Return to ACDC and find your friends again. Lan automatically Jacks In to the tank after Dex and company escape.

### Inside the Tank

There's an **HPMemory** and a **RegUp2** inside the Tank. To the left is the Virus that's driving the AutoTank nuts.

#### ???? Virus

These strange, amoeba-like Viruses automatically regenerate their HP when damaged, so normal Buster attacks don't work well at all. They leap at you and try to latch on, stunning you with electricity. If they miss, they leave holes in the field. Whip out those strong area-effect Chips and delete them as soon as possible.



Seems that AlphaBug has broken into Army systems everywhere.

Looks like the Officials have taken care of the other tanks in ACDC. Now they just have to take care of every other tank and Army system in the world, since they're all infected with the Alpha Bug that MegaMan just fought. And now Dad's gone missing from the hospital!

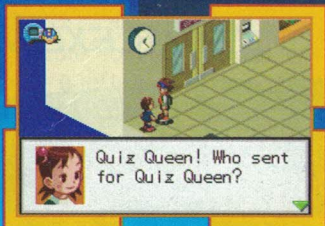


"I have to go search for Alpha. Sorry for worrying you."

And now Dad's gone missing from the Hospital. Get the **Aspirin** from Mom, then check his bed to pick up a note and a **CardKey**. Jack In as well to find a **BunnyOmega Breeder Virus** in the top corner.



Before you leave Beach Street, there are some things to do. Go to the third floor of the Hospital and Jack In to the emergency stairs control panel. There's a MushyOmega Breeder Virus next to the entrance.



Talk to the little girl by the operating theater; it's the Quiz Queen! Answer her questions correctly and earn a Barr200 E Chip.

- |             |          |
|-------------|----------|
| Question 1  | A shadow |
| Question 2  | Pi       |
| Question 3  | Slippers |
| Question 4  | Ohio     |
| Question 5  | Your age |
| Question 6  | Japan    |
| Question 7  | A lamb   |
| Question 8  | Gretel   |
| Question 9  | Jupiter  |
| Question 10 | A snake  |

Head back to DNN and re-challenge MistMan/BowlMan to pick up their Chips.

### Missing Netbattle Strategy?

Not exactly. If you see an empty area where strategy is normally found, it simply means to use the tactics used when you defeated the previous versions of this Net Navi. The Attack information has been updated, so be sure to check that out before entering battle.



### MISTMAN.EXE V2

HP  
1300

ATTACKS

Mist Tackle (80 dmg)  
PoisMist (80 dmg),  
SoulGang (40 dmg)

ELEMENT  
None



### BOWLMAN.EXE V2

HP  
1300

ATTACKS

Gatling Pin (80 dmg),  
Bowling Bomber (80 dmg),  
Tower Bowl (80 dmg)

ELEMENT  
None

BowlMan's added golden pins to his Gatling Pin attack. These don't bounce when shot, but they are tougher than normal Pins!



## PUNK.EXE V3

HP

1600

ATTACKS

Mad Roller (100 dmg),  
Shield & Chain (100 dmg),  
Double-Go-Round (100  
dmg)

ELEMENT

None

If you're playing *Blue*, return to Yoka. Mister Famous has finished Punk's upgrades and is looking to test him out.

Where else would Dr. Hikari be but at SciLab? Head to his lab, then open the door that's been locked this entire time.



Here's your medicine!! Mom gave it to me!



GRAMPS created Alpha!?

Dad's bent on deleting Alpha himself since it was his own father who created Alpha, he feels it's his responsibility. But Lan won't let him do it in the condition he's in. It's up to Lan and MegaMan once again.



So we need a boat with a huge engine to get to the base...

With the location of the WWW found, Lan needs a fast, fast boat. The only boat you've found so far is the DNN ferry, which is less than the ideal choice with its old engine.



I'll see that it's installed by tomorrow morning.

Return to ACDC and talk to the richest person you know. Yai has a new engine bought and installed in the ferry overnight. Nothing more to do then head home and rest before the big fight.



Lord Wily, I can't seem to find Inukai, BeastMan's operator...

Wily holds a meeting of his elite operators, well, almost all of them. Seems Takeo's failure in the Ranking got him "deleted" as Wily likes to put it.

The next morning, check Dad's email for the **Alpha Program** that will prove very helpful in the battle ahead. Then, on to Beach Street...




I can't let those WWW creeps get away with all this!

...where all your friends are ready to join you in assaulting the WWW base. There's no arguing with them this time, either.

### The WWW Base

You can leave the island at any time via the ferry if you're not feeling quite up to taking out Wily just yet. Go back, grab more Chips if you want, and try again.





Looks like you can jack in from here!

First things first, step into the little alcove right next to the ferry and Jack In to the hidden computer there. Inside is the **Collect Program** and a SubChip Dealer.

### WWW Island SubChip Dealer

Item	Cost
FullEnrg	1000Z
LocEnemy	10000Z
Unlocker	4000Z





Head into the red door, where the boys are examining the WWW's equipment. Check the computer Toma's looking at to find a **RegUp2**.

When Lan tries to open the elevator, he discovers there's no place to Jack In to operate it. In fact, there's no Jack-In ports at all! The bearded programmer arrives again; his name is Cossack, and he too has a bone to pick with Wily.



Cossack uses the "Pulse Transmission System" chair to plug himself directly into the Cyber World and open the elevator. But before he can Jack Out, he has a heart-to-heart with his creation, Bass, which ends in pyrotechnics.



Dex takes a near-dead Cossack away for treatment, and Lan must continue. At least Cossack was able to get the elevator working.



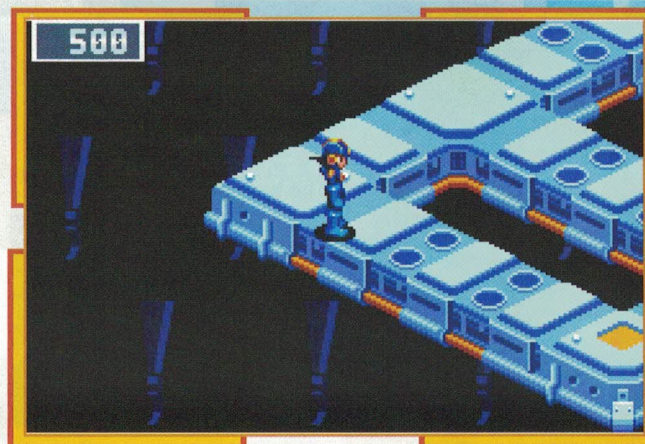
Outside, the boys find themselves staring down a large robot that uses a familiar attack. Toma distracts the robot so Lan can reach its Jack In port.



Inside the WWW's computers, hovering purple security systems will grab MegaMan and throw him in the trash if you're not quick enough. They have simple movement patterns, so dodging isn't too difficult.

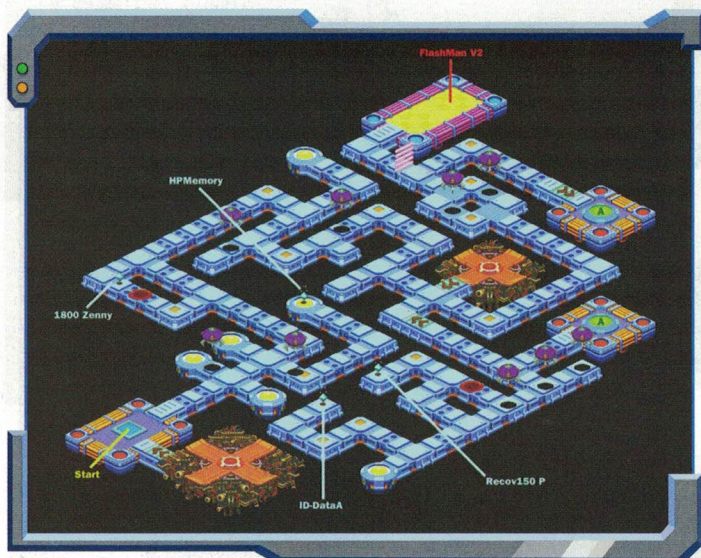
Take the first right to grab an **HPMemory**. There's also 1800 Zenny along the path.

If you don't have the Alpha Program installed, you won't be able to see the Alphas along the paths, which also activate the security systems. Of course, you could just use the maps and save that valuable program real estate.



The path you have to take is pretty straightforward. Past the teleporter, there's a series of three claw-guards that you'll have to sneak between to advance. Take the second path you reach on the way down to grab a **Recov150 P Chip**, then continue down to pick up the **ID-DataA** that opens the gate.

Once you're past the gate, you meet up with an old friend. FlashMan's back and it looks like Rei's Jacked In as well. They've also got a brand new trick: Rei's digital form merges with FlashMan, making them more powerful than before!







## FLASHMAN.EXE V2

Well, more powerful than the very first time you faced him, at least. It's only his V2 form, which chances are you've bested already in the 'net a long time ago. Throw your Wood-Element attacks at him and have done with it.

HP  
500  
ATTACKS  
Neon Light (30 dmg),  
Spark Arm (45 dmg)  
ELEMENT

FlashMan prepares his Shining Browser Crasher again and bonk bonk on the head! Thanks to KingMan, the path's now clear!



## KINGMAN.EXE V2

It's an odd time to do so, but why not challenge Tora to a NetBattle? You can pick up the advanced versions of the KingMan Chip, and keep trying as long as you like.

HP  
1500  
ATTACKS  
Knight (150 dmg), Pawn (100 dmg), CheckMate (150 dmg)  
ELEMENT  
None



Lan got a chip for "Magnum1 V"!!

The boys have reaches Wily's main office, but nobody's home. Check out Wily's PC; there's a **Magnum1 V Chip** stuck in the keys.



Looking for a way out? Check the Wily statues by the desk. It may not be the real thing, but giving the statue a boot to the head is satisfying nonetheless. And opens the path ahead to boot (ha ha).

Outside, check the skull to the left for an Error Code, then head to the right. The green robot blocks the path with bubbles. Guess who's inside?



It's-  
BubbleMan!!



Beep Beep Beep!!

When all else fails, throw a rock at it! Dex arrives to do just that, giving Lan the chance to Jack In and send MegaMan in to delete BubbleMan.





The layout inside this robot is, like the last one, pretty straightforward. However, there are also more security claws.



The third batch of claws is a tricky one; a huge circular path, and the claws move with lightning speed. Wait until the second claw makes its pass, then book it to the first side-step to the left. Go all the way around clockwise; there's a **RegUp2** on the far right side, then back around to reach the teleporter.

On the other side, the annoying drip BubbleMan is waiting. Have your Elctric Chips ready to go.



There's another batch of claws to get past. You might want to save here and reset if you get caught rather than have to sneak past the previous gauntlet. Zig-zag back and forth to make it past.

Getting past the section with a lot of claws takes real timing. There's 3000 Zenny to the left, but that's easily skippable. Go to the right path, which leads to the **ID-DataB** you need to open the door ahead.



It's DesertMan, this time fused with the fugitive Sunayama. DesertMan hides underground to attack MegaMan from below.



It's GutsMan to the rescue! His attacks have the advantage of crushing enemies hiding underground, which draws the merged Navi out.

## BUBBLEMAN.EXE V2

HP  
800  
ATTACKS  
Bubble Parade (80 dmg),  
AquaShot (100 dmg) Fish  
Missile (80 dmg), Fiddler Crab  
(80 dmg), Mine (80 dmg)  
ELEMENT  
Water



Unfortunately, beating BubbleMan isn't the end of this round. Head up into the teleporter to find the machine's real operator.

## DESERTMAN.EXE V2



HP  
1200  
ATTACKS  
Lion Head (80 dmg), Arijigoku (80  
dmg), Heavy Sand (120 dmg)  
LOCATION  
Beach Area 1

With DesertMan and Sunayama deleted, the robot's no longer a threat. Time to catch up with Chaud.

## GUTSMAN.EXE V2

Just as before, you can challenge Dex to a NetBattle here to pick up more powerful GutsMan Chips if you'd like. You go up against the V2 form first, then afterwards his V3 form.

HP  
700  
ATTACKS  
Shockwave (40 dmg),  
GutsPunch (60 dmg),  
GutsHammer (40dmg)  
ELEMENT  
None

## GUTSMAN.EXE V3

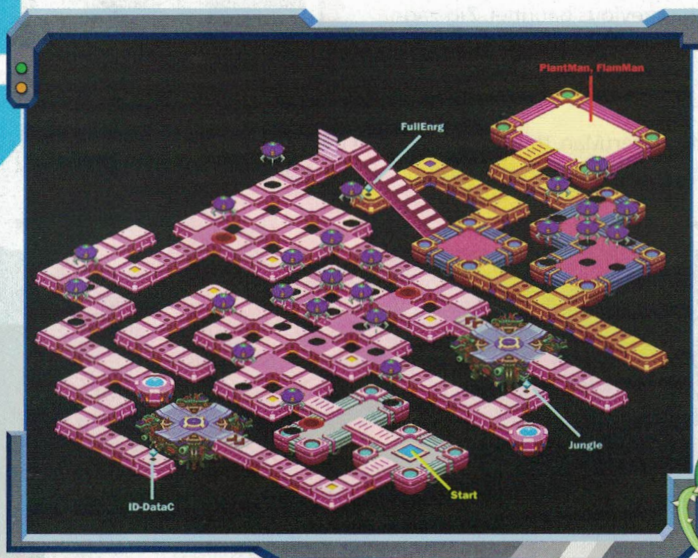
HP  
900  
ATTACKS  
Shockwave (100 dmg),  
Rocket GutsPunch (150  
dmg), GutsHammer (100  
dmg), Z-Punch (150 dmg)  
ELEMENT  
None



Gee, that boulder doesn't look precarious at all...



Narrowly avoiding getting crushed, Lan finds Chaud stuck in a burning ring of fire. He may be a stuffy jerk sometimes, but there's no way Lan will leave him behind.



## Basher Virus

While these Viruses are entirely stationary, they are very dangerous, especially when paired up with other Viruses. They constantly scan your side of the field with a three-panel targeter. If you happen to be in one of the panels when the targeter is, the Basher destroys that entire column of panels. You can quickly run out of room if you don't delete them fast.



The large grid of claws is easy to navigate compared to the last section. Go left to a slightly trickier spot; you must stay between these two claws in order to reach the **ID-DataC** that unlocks the security door on the other side of the grid.

Be sure to grab the **FullEnrg** behind the stairs. The next round of claws is very tough, since they're so close together and have such short patrol zones.

Oh terrific, one WWW Navi right after the other? Anetta and Match synch with their Navis, and come after you one after the other. On the upside, the Navis apparently haven't been upgraded. They're still the first versions you faced.



With Chaud safe, Lan's free to continue on.



Inside, a row of prototype Pulse Transmission Systems line the walls. Search the room for a hidden passage to Wily's inner sanctum.

Just outside the door, Lan is attacked by a drill-tipped robot. Three guesses who's inside.







As before, your path is obvious, but littered with security claws. The first batch has less safe-spots than you'd think at first, as many of the side-steps are full of Alpha traps.



This passage is a little different than the others, since conveyors take up what would normally be safe zones.

Don't jump into the teleporter yet! Instead, go to the passage on the right and find the **ID-DataD** that lets you face DrillMan.



Make your way through the infuriatingly slow claws below to pick up an **HPMemory**, then go through the gate.

The long gauntlet of claws ahead looks scarier than it is. Stick to the far edge, and with some careful timing, you get across to face off against DrillMan, who also apparently forgot to upgrade.



DrillMan tries to take Mega and Lan out with a self-destruct, but ProtoMan steps in to put a stop to that idea. With a promise of a rematch afterwards, Chaud sends Lan in to face Wily for the final confrontation.

The battles you face after this point are a step beyond those you've been through in the past. Reprogram MegaMan with the Navi Customizer, removing any unnecessary Program blocks. Go through your Folder, and prepare your most powerful Chips and Program Advances. You're going to need all the power you can get for these fights. You won't be able to retreat, save your game or Jack Out once you pass the doors, either.

Oh, slag. Alpha's almost finished rebooting, and Wily himself becomes its brain. Lan's out of options. Time to use the Pulse Transmission System himself and synch up with MegaMan to put an end to the madman's scheme



There are no items to be found here. Just run like mad to the back end to stop Wily's plot. You face more powerful AlphaBugs here, but you should be able to make it to the final section without having to go through too many battles.





With Dr. Hikari's Guardian program absorbed by Bass and Wily willing to sacrifice his life to destroy the net, things couldn't look more grim. It's time for Bass to learn a little humility.

## BASS.EXE

HP  
1000  
ATTACKS  
Air Burst (100 dmg),  
Explosion (100 dmg), Earth  
Breaker (100 dmg)  
ELEMENT  
None



Bass' attacks are strong and fast, so be ready to dodge. The Air Burst launches a Shockwave-like spark across the floor, his most straightforward move.

The Explosion is the one that wiped you out last time you met. It may not do as much damage as before, and you may be tougher than back then, but it's still nearly impossible to not take damage from this one

With a mighty leap, Bass comes down on you like a ton of bricks, also taking out the panels above and below. Unfortunately, the holes are pure disadvantage, as Bass' attacks can travel over empty panels.

You must get rid of Bass' protective aura before you can do any damage to the black Navi himself. To do so, you must do 100 points of damage to it *with a single attack*. Even then, the aura returns after a short while, so you'd better have some powerful Chips on-hand. Put as many NrthWind Chips as possible in your folder, as that takes out his Aura immediately.

Make sure you have your most powerful Navi Chips, anything with a wide effect area and luck.



Okay, things can look more grim! The fight has given Alpha the time it needed to fully revive and its first move is to swallow Bass and Wily! That's two monsters down, at any rate. Now for the worst monster of all!





HP
2000
ATTACKS
Devil Hand (50 dmg), Red Eyes Delete (80 dmg), Reverse Vulcan (20 dmg), Alpha Arm Sigma (60 dmg), Alpha Arm Omega (100 dmg)
ELEMENT
None

Alpha's huge arms form a two-stage attack; the first one swipes down an entire column, while the other spears through an entire row.

When a glowing ball appears in front of Alpha's eye, head for the back corner of the field. The Red Eyes Delete laser beam hits the center-right panel on your side, cracking the adjacent panels, as well as sending a fast shock-wave along the center row.

Keep moving when its shoulders open up; the machinegun shots aren't particularly strong, but follow you from panel to panel, and it keeps this attack going for a while.

Dance, MegaMan, dance! The Alpha Arm Sigma lightning (yet oddly not Electric-elemental) attack alternates between lighting up the top and bottom rows then the middle one. Keep moving up and down in time to avoid taking damage, or use the handy Invis, or a similar Chip.

When you see the monstrous missile forming, make a beeline for the rightmost corners of your area. The Alpha Arm Omega missile rockets across the screen, then envelops the back two columns in a fiery explosion. If Alpha's collapsed the panels in front with his Red Eyes Delete, then there's nowhere to run.



The only way to hurt Alpha is to destroy its core, hidden underneath the protective shell of plasma. Max out your Buster with the Navi Customizer so you can use that to clear the plasma, since you want to save your Chips for the actual damage. Use your charged Buster on it to eat away its plasma body. When you see the purple core, unleash your most devastating Chip attacks on it. And pray. AirShoes help immensely when Alpha destroys your panels, and your most powerful Recover Chips are certainly in order.



Gah-Gah-Gaaahhh-  
Grraaahhh-!!



Lan, something came  
out of Alpha!

At long last, the threat of Alpha has been destroyed. But what's this? Play on...



## 2.9: IT'S OVER-OR IS IT?



Bosses: *Serenade.EXE, Bass.EXE GS*



The only way to reach these challenges is to have destroyed Alpha. When the credits have finished rolling, there should be a yellow star next to "Continue." Though you are at the same place as your last save (likely outside of Wily's inner sanctum), you can return to the mainland, and begin a series of brand-new challenges.

There are three final jobs up on SciLab's Job BBS now as well. Finish them off for their rewards before you tackle these challenges, but take note that the last one is, in technical terms, a doozy.

You should also notice when you hit the 'net, that the color has gone out of the world. Alpha's very existence is draining the energy from the 'net! This really does not affect the game play in any fashion, but it is kinda creepy.



When you return to land, get back on the ferry and take it to Hades Isle. Go back to the quarter-finals room, where you've got a showdown that's been a long time coming. Along the way, head through the Inferno room and talk to Jennifer. She trades you a **ZuesHamr Z** for your GrabBack K.

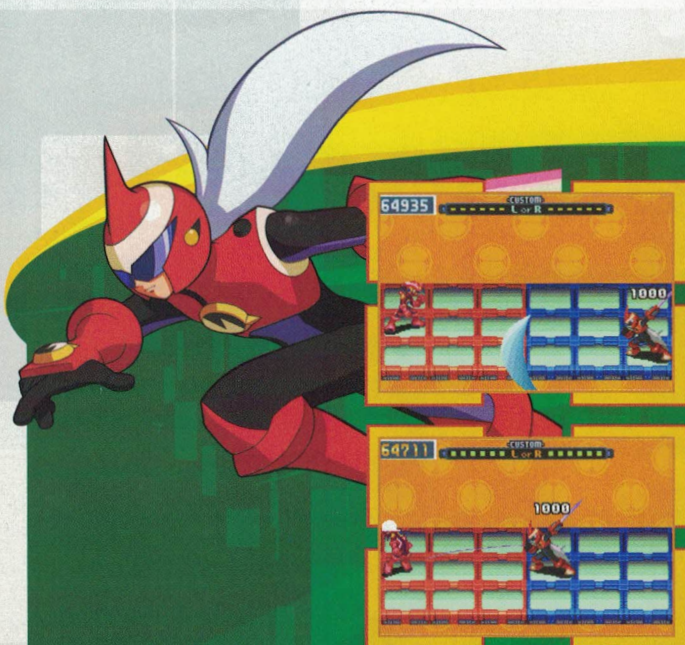
Chaud's there just as he said (how'd he get there ahead of you?), and ready to finish what the N1 started.

### PROTOMAN.EXE

HP  
1000  
ATTACKS  
Sonic Boom (100 dmg),  
Wide Sword (100 dmg),  
Fighter Sword (100 dmg),  
Surprise Sword (100 dmg)  
ELEMENT  
None

ProtoMan has always been a tough opponent in previous adventures, and this bout is no exception. His favorite tactic is to hurl a pair of Sonic Booms across the field, one after the other, then follow by either leaping into your side with a Wide Sword attack or staying on his side and using a LongSwrd-style Fighter Sword

move. The Sonic Booms are only fired from the top or bottom rows, rush to the opposite side to dodge.



Sometimes, ProtoMan mixes it up by appearing behind you and hitting you with the wide-attack Surprise Sword. Leap forward if possible to dodge.



Bring out the Pawn Chips for this battle, and place them in the center row of his side of the field. This blocks off all of his Sonic Booms, since they need at least two rows to travel through. He can still leap into your side, as well as use normal Sword strikes, so stay on your toes. Defeat him and Chaud will fork over the powerful **ProtoMan B Chip**.





## PROTOMAN.EXE V2

Challenge ProtoMan.EXE V2 after defeating DarkMan.EXE

HP  
1300  
ATTACKS

Sonic Boom (150 dmg), Wide  
Sword (150 dmg), Fighter Sword  
(150 dmg), Surprise Sword (150  
dmg), Delta Ray Edge (150 dmg)

LOCATION

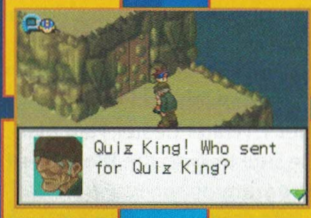
HP  
1300  
ATTACKS

Wide Sword (200 dmg),  
Sonic Boom (200 dmg), Fighter Sword  
(200 dmg), Surprise Sword (200 dmg),  
Delta Ray Edge (200 dmg)

LOCATION

## PROTOMAN.EXE V3

Challenge ProtoMan.EXE V3 after defeating JapanMan.EXE



Once you're done with Chaud, take the elevator up to the top of Hades Isle. The old man watching the sea is the Quiz King, and he's got 15 questions for you to answer, some of which delve into past games

for the answers. Get all 15 correct, and earn your fabulous prize: a Navi+40 \* Chip!

- |             |                |
|-------------|----------------|
| Question 1  | It's free!     |
| Question 2  | 160            |
| Question 3  | The 5th        |
| Question 4  | 2              |
| Question 5  | Heat           |
| Question 6  | 4              |
| Question 7  | A silver gear  |
| Question 8  | Robots         |
| Question 9  | Battle Network |
| Question 10 | Bubbly Dance   |
| Question 11 | A beast        |
| Question 12 | Teacher        |
| Question 13 | st. BEACH      |
| Question 14 | Folding fans   |
| Question 15 | Love & Loss... |



Return to DNN Center. In the lobby, a SciLab employee is there giving away the **FamFoldr**, endorsed by Mister Famous himself. This is a pretty nice Folder to pull chips from, take it if you like.

There's now a Chip Trader Special inside the hallway to the stage if you're feeling lucky. Jack In to the competition machine. MistMan or BowlMan await you, now in their powerful V3 modes. Defeat them with higher Busting Levels to get the higher-power versions of their Chips.





## MISTMAN.EXE V3

HP  
1600

ATTACKS  
Mist Tackle (120 dmg)  
PoisMist Punch (120 dmg),  
SoulGang (80 dmg)

ELEMENT  
None



## BOWLMAN.EXE V3

HP  
1600

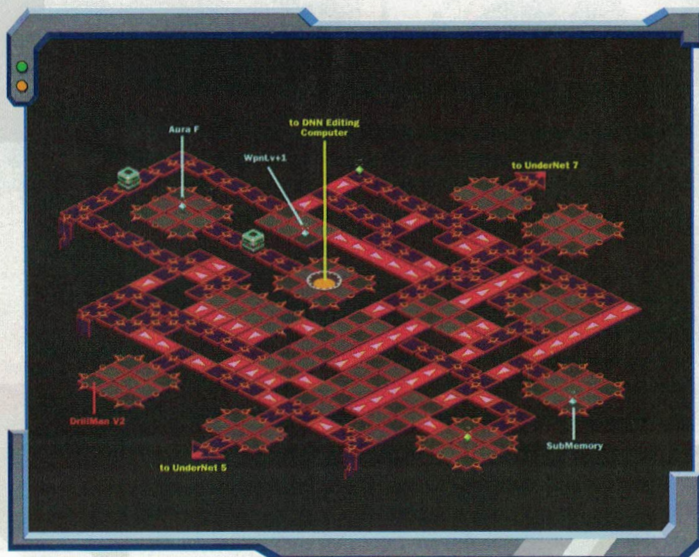
ATTACKS  
Gatling Pin (120 dmg),  
Bowling Bomber (120 dmg),  
Tower Bowl (120 dmg)

LOCATION

## The Undernet

The Undernet's even deeper than you think. There are two more sections of the Undernet to be explored. Take DrillMan's hole from SciLab 1 to Undernet 5 for the quickest route, then the passage you skipped before.

Check the base of the tall tall pillar in Undernet 4. There's a hiding Program there who will fork over the **SpinDark**, allowing you to rotate gray Program Blocks (all one of them).

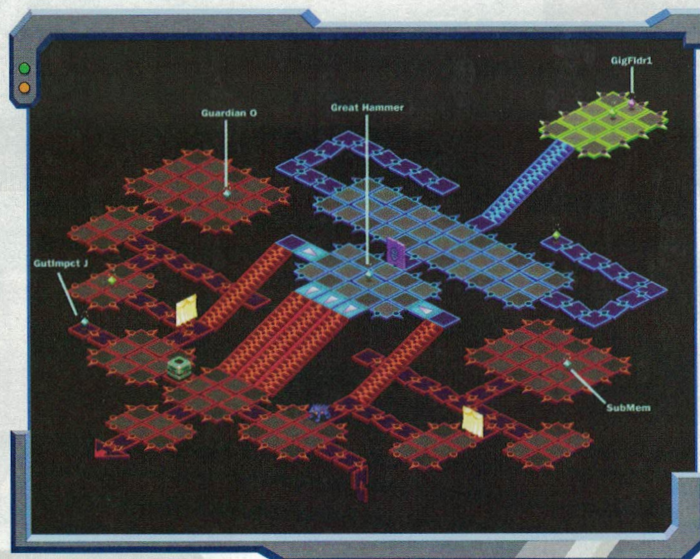


### Undernet 6 BugFrag Program Trader

Item	Cost
Speed+1	40B
HP+100	50B
Reg+5	70B
HP+200	80B
Rush	100B
BustrMAX	150B



The only way to get to Undernet 7 is through the security cube locked by FlamMan's V3. Find him in random encounters in Yoka Net 1. (Water heater, FlamMan...) Be sure to grab the **WeapLV+1 Program** on the way.



The deepest section of the Undernet doesn't leave much room to explore if you're not prepared.



The Spikey here doesn't attack, but won't move without some persuasion. Feed him 50 Bug Frags and he lets you pass.





To the right, an odd yellow curtain won't let anyone but the "King of the Undernet" past. Hmm. You have to come back later.

Head up the stairway and open up the Mystery Data for Serenade's **Hammer**, which opens up passages in the Secret Net.



Another blocked passageway, this one only allows "the truly strong" through.

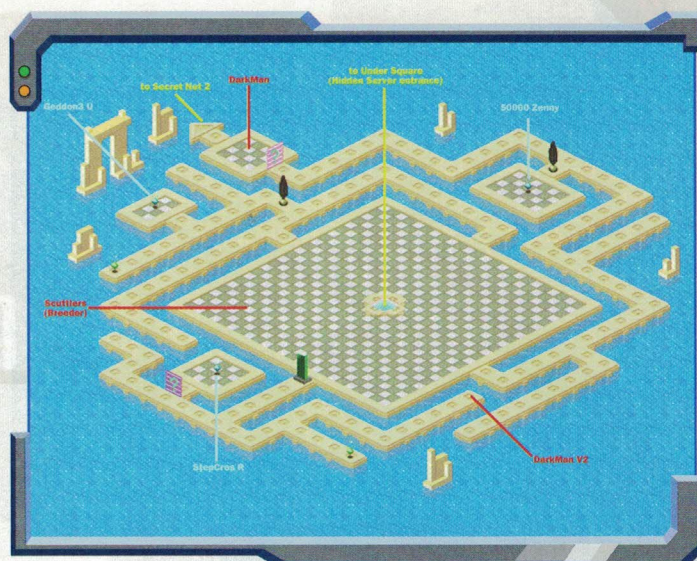


Back down the big stairs, the security cube to the left only opens once you've defeated the V3 of DrillMan, found wandering inside Hades Net. Beyond is a **GutImpct J Chip** and another King Curtain. There's nothing more for you here now, so Jack Out. It's time to pay the King of the Undernet a visit.

## The Secret Net



Return to the Undernet's server room beneath the Yoka Inn bath and Jack In. Previously, Serenade's portal was inaccessible without the "Star ID" and knowing "100 fragments of power." But with the yellow star on your Continue and 100 Standard Chips in your Library (you do have 100 Chips in your Library, don't you?), you're transported to Serenade's inner sanctum, where your most difficult challenges await.



Be careful since MegaMan cannot Jack Out of here with the R Button. If you want out, you must retrace your steps all the way back to the Under Square portal. Make sure you're packing the maximum number of FullEng you can carry, since the Viruses here are tough.



There's really not much room for you to explore here if you're not prepared. The Monoliths can only be broken with the Hammer item from the depths of the Undernet. The flashing gates won't open unless you meet certain requirements. Then there's the Number security crystals, which are a whole new level of frustration.



### Number Security Crystals

You had better know what you're doing if you choose to hack in to these security systems, since you cannot run away from them, despite their immobility. And deleting them takes strategy as well

as a lot of raw Chip power. Thankfully, the Numbers' attack is purely retaliatory, so you have plenty of time to set up your attack. Always save right before attempting a hack.

First of all, only Numbers in white can be damaged. If you hit a black one, it immediately counters, sucking 1000 HP out of you with an Electric bolt. So whatever you do, do not attempt these with an Aqua Style in place. Consider having a Barrier up in case you make a mistake.

*continued*



The Numbers are not affected by any attack that does less damage than their total HP. In other words, if a Crystal has 250 HP, you *must* do more than 250 points of damage in a *single attack* to delete it. Very, very few Chips do this on their own.

To make matters even more infuriating, if two Numbers are white, then you must delete them *simultaneously*. The CopyDmg Chips you obtained back in the beginning of the game are a major asset here.

The "easiest" method of deleting the Numbers is to use Elements against them. Change the field conditions first with a Chip or Program block (use Ice or Grass, since Lava costs you 1000 HP), then hit the Number with your strongest counter-Element attack. You can also try the more powerful Program Advances, such as Dream Sword, or TimeBom+ for multiple deletes. Keep track of the numbers to make sure you're going to deliver enough damage. Having some Atk+, Element+ and Navi+ Chips in the mix help immensely. No matter how you tackle the Numbers, proper Folder packing is the key.

In the leftmost corner of the central square, there's a **Scuttlest Family** of Viruses. You'd best have some NrthWind Chips to remove their protective Auras, because these little guys are tough.



With the Hammer in hand, smash the green monolith, and get ready. It's a *ten-round* survival battle. Nobody claimed this area was easy...

### Battles

- Battle 1: Mettaur3 (x3)
- Battle 2: Poofball
- Battle 3: Yurt (x2)
- Battle 4: Swordy, Swordy2, Swordy3
- Battle 5: Mettaur2, Mettaur3 (x2)
- Battle 6: Poofball, Viner
- Battle 7: Yurt, Metrod
- Battle 8: BrushMan2 (x2), Fishy3
- Battle 9: MegaBunny (x2), Mettaur3
- Battle 10: metrod, N.02, Wind•



Found and beaten all four quizzers? Good. There's a **StepCros R Chip** behind this door for you if you have.



If you have over 140 Standard Chips in your Library, the upper gate opens to reveal one of the powerful Guardian Navis, DarkMan, who blocks the path to Secret Net 2.







## DARKMAN.EXE

HP  
1400  
ATTACKS  
Flame Tower (100 dmg),  
Killer's Beam (100 dmg),  
Ice Wave (100 dmg), Dark  
Shadow (100 dmg), Black  
Wing (50 dmg)  
ELEMENT  
None



Every time DarkMan moves, his color changes. The color determines which Element attack he throws at you. Unfortunately, DarkMan does not change Elements himself, leaving you no weakness to exploit. You've seen all these moves before, so you should know how to dodge. Unfortunately, his signature attack makes dodging these much harder...



to DarkMan so you can hit him with powerful up-close attacks. Thankfully, DarkMan himself is a little slow when it comes to direct attacks. Invis and other evasion Chips are also highly recommended.

The single most annoying move in his repertoire is Black Wing, which opens up three portals on your side of the field, disgorging bats. These portals close only after a set period of time, and it's easy to miss a bat. While you're trying to dodge bats, chances are he's going to hit you with another attack.

DarkMan makes use of the Shadow Virus's axe-attack here. Dodge it or hit with a sword strike.

Put four AreaGrab Chips in your Folder before facing DarkMan, and make use of them. This not only gives you a safe zone from the Black Wing attack, but puts you closer



HP  
1600  
ATTACKS

Flame Tower (150 dmg), Killer's Beam (150 dmg), Ice Wave (150 dmg), Dark Shadow (150 dmg), Black Wing (75 dmg)

LOCATION  
Secret Net 1

## DARKMAN.EXE V2

DarkMan's not that much faster this time around. He's just a little healthier and does more damage per attack. Take him down to earn his **DarkMan Chip**, which fills the enemy area with the Black Wing attack.

HP  
1800  
ATTACKS

Flame Tower (200 dmg), Killer's Beam (200 dmg), Ice Wave (200 dmg), Dark Shadow (200 dmg), Black Wing (100 dmg)

LOCATION  
Random encounters in  
Undernet 6

## DARKMAN.EXE V3

Slightly speedier and every bit as annoying. Take him out faster to earn higher levels of the **DarkMan Chip**.





The advice the Navi gives you here is good advice indeed; the roads above hide passages on the lower level.

Take the teleporter to the upper area, then the rightmost walkway. You must break a batch of 400-HP Numbers to get to the NetTrader. You're going to need some hefty Program Advances to get past this one.

## Secret net 2 NetTrader

Item	Cost
HpMemory	20000Z, 30000Z, 40000Z
BlkBomb3 L (W)	10000Z
GutImpct 1 (W)	13000Z
Aqua+30 * (W)	15000Z
Meteors R (W)	30000Z
FlrStrm3 (B)	9000Z
BigWave J (B)	11000Z
NrthWind C (B)	12000Z
GutImpct G (B)	12000Z

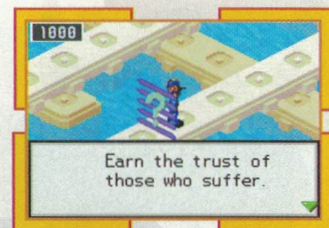


Back at the lower level, use the Hammer to smash the monolith, then get ready for another ten-round fight.

## Battles

Battle 1: Metrodo, Spikey3
Battle 2: Deetle, Yart
Battle 3: LowBlow
Battle 4: Fishy3, StormBox
Battle 5: Poofball (x2)
Battle 6: BrushMan3, Metrodo, Totam
Battle 7: BrushMan5, HardHead, Yart
Battle 8: Mashy, Moshy
Battle 9: Fishy3, Smasher
Battle 10: BrushMan*, DeomonEye, Dominerd2

Jump on the teleporter down past the monolith. Take the high road all the way right, then back left along the lowest path. The door there can only be opened by completing all 25 jobs on the SciLab's BBS. There's an **HP+500 Program** behind it, then back-track to the center path for another teleporter.



Smash the Monolith at the top of the path for another marathon session of Virus Busting.



## Battles

Battle 1: Shadow
Battle 2: Spikey2 (x2), Spikey3
Battle 3: Mettaur3 (x2)
Battle 4: Canodumb2, LowBlow
Battle 5: Gloomer, Shrimpy2
Battle 6: Ratty2 (x3)
Battle 7: Yurt (x2)
Battle 8: Mettaur3, Slimey (x2)
Battle 9: Elewasp (x2)
Battle 10: RedDevil, Totem (x2)



It looks like a dead-end behind the Monolith, but don't be deceived. Walk over the invisible path to pick up the **AntiNavi M Chip**. There's another hidden passageway, take it to the upper door.

There's a batch of MegaNumbers on a hidden passage along the way path to Secret Net 3. With 400HP a pop, you're going to need real skills to delete them. There's an **HPMemory** waiting behind them.



The door at the upper portion won't open without 170 Standard Chips in your library. Once past, you get to take on Serenade's second bodyguard, JapanMan.





## JAPANMAN.EXE

HP  
1600

ATTACKS

Thousand Spear (100 dmg),  
Spinning Reflect (150 dmg),  
Straight Spear (150 dmg),  
Backup (100 dmg)

ELEMENT

None



After that wide-awake nightmare DarkMan, JapanMan almost seems like a breath of fresh air, *at first*. His Thousand Spear attack covers the right two columns on your side. Step back into the leftmost column to dodge. And while the Straight Spear can hit you all the way in the back, it's not too hard to see coming and sidestep.

Be careful when using your Buster against JapanMan. Sometimes he spins his spear around, creating a shield that bounces your attacks right back at you.

Here's where JapanMan becomes a terror. His Backup is slow and easy to dodge, but that's not the point. They steal your panels away if you don't destroy them, leaving you a sitting duck for JapanMan's spear strikes and ending the match quickly.

Stick to the back row in the beginning, and step in with wide attacks when JapanMan tries to use the Straight Spear on you. Save your really good attacks for the latter part of the fight, when the Backup arrives. A PanOut3 in his leftmost column keeps the Backup away, plus gives you more room to move freely. But once the Backup is in movement, hit him with your most powerful attacks and get it over with as soon as possible.



HP  
1800

ATTACKS

Thousand Spear (150 dmg),  
Spinning Reflect (200 dmg),  
Straight Spear (200 dmg), Backup  
(150 dmg)

LOCATION

Secret Net 2

## JAPANMAN.EXE V2

Like DarkMan, it's hard for JapanMan to really get much tougher. He forks over the **JapanMan Chip**, which unleashes his Thousand Spear attack and follows up with a Straight Spear.

HP  
2000

ATTACKS

Thousand Spear (200 dmg),  
Spinning Reflect (250 dmg),  
Straight Spear (250 dmg),  
Backup (200 dmg)

LOCATION

Random encounters in  
Yoka Inn armor case

## JAPANMAN.EXE V3

What's to be said? Get his higher-level Chips with good performance.





The final Monolith blocking your path to Serenade falls with a mighty blow from your Hammer, and the Viruses come pouring out.

### Battles

- Battle 1: ErthJelly, Mettaur3 (x2)
- Battle 2: Pengon, Shadow
- Battle 3: Canodumb3, Ratty3 (x2)
- Battle 4: N.02, Thrasher
- Battle 5: Eleglobe (x2)
- Battle 6: Slimest (x2), Trumpy
- Battle 7: Doomer (x2)
- Battle 8: Geetle (x2)
- Battle 9: Heaviest, Momogre
- Battle 10: BlueDemon, Yart

There's a **DarkHole \* Chip** behind another set of Numbers. You need this Chip to set up some of the other Chips you earn later.



The door to the right won't open unless you've got the 8 Virus Families found in the over-net in your Virus Breeder.



In the upper-right platform beyond the door, there's the final two **Scuttle Viruses** for your Breeder. Be careful, these guys are the toughest ones you've faced yet. To finish the set, head back to the WWW Island and Jack In to the hidden computer by the ferry and check the back-right section for the **ScuttlerOmega**.



The weird growling pillar on the platform here is a BugFrag Trader. Toss in 10 Bug Frags and get a chip in return. Naturally, at such a cost, the Chips inside are far more powerful than the ones available at other traders.

Put in 300 Bug Frags, and *something* happens. But what?



It takes the complete Standard Chip Library to open this door at the top of the stairs: all 200 Standard Chips. Good luck. Beyond this door is Serenade, the King of the Undernet, the most powerful Navi known. *Lots* of good luck!



Another batch of Number security crystals block your path. If you have the HP, consider using the TimeBom+ Program Advance here to start with; you take a thousand-HP hit, but wipe out the two yellow Numbers to open up the way for the third.



## SERENADE.EXE

HP  
2000  
ATTACKS  
Sonic Boom (100 dmg),  
Saint Light (100 dmg),  
Holy Shock (100 dmg)  
ELEMENT  
None



Try shooting Serenade, and he instantly spins, bouncing your attack right back at you as a small Sonic Boom. Looks like normal attacks are out of the question, so don't bother with Buster upgrades in the Customizer.

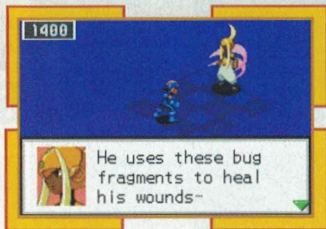


The Saint Light attack acts like an IceWave, only covering all three rows. It's not hard too hard to dodge, thankfully.



Serenade is only vulnerable when he performs the Holy Shock, a monstrous move that shakes the earth, cracks panels on your side, keeps you out of the rightmost column, and pushes you back to the left. Whack him with your most powerful attacks quickly to shock him out of the Shock.

You should have plenty of time to set up Program Advances while dodging the Saint Lights. Just keep moving, and unleash your assault as soon as he starts the Holy Shock. DrillMan's Chips can inflict massive damage if they manage to hit with the Panel Crusher and Rubble follow-ups. It's a slow fight, mainly dodging with flurries of heavy damage. You almost certainly want the FldrBack Chip if you have it (available only in Blue), though NavRcycl can also be beneficial.



Impressed, Serenade hands over his **Rank1** to you upon defeat. But he also gives you a warning. Someone you've faced in the past is trying to return. Wounded, growling and powered by bugs...

Sound familiar?

You're not done yet. Return to the surface, then back to Undernet 7.



Hail to the King, baby. The curtain on the right vanishes, allowing access to an **HPMemory**.

It's *good* to be the King. The curtain to the left opens up to reveal a **Guardian O Chip**. This Mega-Chip summons a statue that sends lighting down on whoever strikes it.



You still can't open the door at the top of the stairs, however. "Truly strong," looks like there's one more fight ahead. Jack Out, then return to the Secret Net.



As you travel, you get warnings from the Navis of massive power surges.



Return to the BugFrag Trader. As soon as you step off the compression road, reprogram MegaMan with the Customizer, and set your Folder with your best Program Advance Chips. Oh, and some NrthWind Chips, you'll need those.



Because you're going up against a reborn Bass, fueled by bugs and merged with the remnants of the bug-born Gospel beast.

BassGS only appears once you've fed 300 Bug Frags into the Trader.



## BASS.EXE GS

HP  
2000

## ATTACKS

Explosion (300 dmg), AirBurst  
(300 dmg), Earth Breaker (300  
dmg), Gospel Cannon (300 dmg),  
Shooting Claw (300 dmg),  
Banishing World (500 dmg)

## ELEMENT

None



Bass has retained his attacks from his previous incarnation, only they hurt more this time.



When Bass points, get ready. He's about to unleash a combo, calling down two massive claw-arms that crack panels, followed by the Gospel Cannon that bathes the field in fire. Run to the front corners of your grid to dodge the flames.

When his HP gets low, Bass unleashes a vastly more powerful version of the Gospel Cannon. Run as far to the right in either the top or bottom rows as you can.



Load your Customizer with HP-increasing Programs. Pack four NrthWind Chips into your Folder in order to take his 200-point aura out of the picture, saving your attacks for Bass himself. It doesn't hurt to have the Barr500 Program Advance available. If you have a Program that lets you ignore negative panel effects, put a Geddon3 into your Folder. Even with his aura up, Bass takes poison damage. There's no sure-fire way to take him down, just power up as much as possible and pray.



When destroyed, Bass gives up his Giga Chip: **Bass X** in White, **Bass+ X** in Blue.

In typical MegaMan fashion, MegaMan tries to appeal to Bass' buried good side. And in typical Bass fashion, Bass denies it, and goes up in a flash.

Guess what? *There's still more to do!*



Return to Serenade's spot at the top of the stairs. A trio of Navis await at the top, and each one has a challenge for you. You can choose to take on timed battles against DarkMan V2, JapanMan



V2 and ProtoMan V2 using your Extra Folder. Each Navi must be deleted within 45 seconds. Return to the surface and pick the Folder you think best suits these challenges.



Back in Secret Net 2, a purple Navi by the lower-left teleporter challenges you to delete MistMan/BowlMan V2 (depending on what version you play, of course) within 45 Seconds.





Above the teleporter back, take on MetalMan V2 and beat him within 20 seconds.

In the little alcove to the far left, another Navi challenges you to delete KingMan V2 within 40 seconds.



By the rightmost teleporter, a Navi challenges you to delete GutsMan V2 within a mere 15 seconds.



In Secret Net 1, the Navis on the right side of the main square have copies of FlamMan V2, PlantMan V2 and DrillMan V2 to beat within 40 seconds each, 45 for DrillMan.

On the other side, Navis with the remaining boss Navis are ready for you. Delete DesertMan within 45 seconds, BubbleMan within 40, BeastMan within 30, and FlashMan within 10 seconds.

Once all these Navis are defeated, you earn the **Serenade S Chip** in White, or the **DarkAura A Chip** in Blue.

Return to Undernet 7. The door that remained closed now gives way now that MegaMan and Lan are the toughest NetBattlers ever. Head up the stairs and claim the **GigFldr1 Program**.

## Teamwork



The V3s of the boss Navis give different versions of their Chips depending on how well you fare against them. But normally the highest Chip you can get is their V3. In order to pick up their V4 Chips, you must be in the Team Style, and defeat them with an S Rating within 20 seconds.

Or, if you have a lot of BugFragments, take the random chance of earning a V4 there.

## The Secrets of the Stars



As you continue on, new stars appear next to "Continue" on the title screen. Each star indicates a special achievement.

Yellow Star

Defeat Alpha

Green Star

Defeat Bass GS

Light Blue Star

Complete the time attack Navis

Blue Star

Obtain all 200 Standard Chips

Purple Star

Obtain all 85 Mega-Class Chips.

With these five Stars obtained, you're on your way to the final challenge: finding and defeating the Omega Navis.

Move the cursor to "Continue", press and hold left, then enter the button code R, R, L, R, L, R, L, L. Space opens up for two more stars, and the Omega Navis are unleashed on the net.

### Omega Navis

Navi	Location
FlashMan Ω	Principal's PC 2
BeastMan Ω	Zoo Computer 3
BubbleMan Ω	Yoka Net 2
DesertMan Ω	TV Van
PlantMan Ω	Hospital Computer 3
FlamMan Ω	Undernet 3
DrillMan Ω	Undernet 5
GutsMan Ω	Dex's Homepage
MetalMan Ω	Tamako's Homepage
MistMan Ω/BowlMan Ω/DNN	Studio NetBattle Machine
DarkMan Ω	Secret Net 1
JapanMan Ω	Secret Net 2
ProtoMan Ω	Hades Net
Serenade Ω	Secret Net 3
Bass Ω	Secret Net 3

Delete each Navi to earn the V5 version of their Chip.

Red Star

Defeat Omega Navis

Now that you have the Giga-Class V5 Chips, prepare your Folder for the PrixPowr Program Advance, which can only be activated with the V5s of BowlMan, MistMan or KingMan.

Orange Star

Complete all 32 Program Advances

Once you've obtained all seven Stars, return to WWW Isle and take on Alpha once again. Defeat him for a special ending, and Alpha's exclusive Chip; **AlphaArm Σ** in White, **AlphaArm Ω** in Blue.

## NetBattle For Exclusives

Each version of the game has a Giga-Class Chip that can only be gained through NetBattling with a friend. Players with White can earn the **Balance Y Chip**, Blue owners can unlock the **DeltaRay Z Chip**. One person must be using *Battle Network Blue* in order for either of them to get these Chips, however.

You must play a middle class NetBattle, and there's only a 1 in 32 chance that the Chip will appear for the winner of the battle. Keep at it to gain these last Chips.

Now you've gotten everything, or have you? Heh heh...





# ENEMY AND MYSTERY DATA

**Viruses** lists the randomly encountered enemies in the given area.

**Mystery Data** provides the items that may appear, and the percentage chance of their appearance, within the given area in a Mystery Data object.

## ACDC NET 1

Viruses Canodumb, Mettaur  
Mystery Data MiniBomb S (12.5%), PanlOut1 \* (12.5%), ShotGun T (12.5%), Sword Y (12.5%), 200Z (12.5%), 400Z (22%), 800Z (9.5%), 1200Z (6%)

## ACDC NET 2

Viruses Canodumb, Mettaur  
Mystery Data 100Z (37.5%), 300Z (37.5%), 1000Z (19%), 2000Z (6%)

## ACDC NET 3

Viruses Bunny, Canodumb, Mettaur  
Mystery Data DashAtk Z (15.5%), Recov30 \* (15.5%), ShockWav J (13%), Spreader O (6%), 500Z (22%), 900Z (19%), 1300Z (6%), 2000Z (3%)

## SCILAB NET 1

Viruses Boomer, Canodumb, Fishy, Quaker, Swordy  
Mystery Data Recov30 D (12.5%), ShotGun B (12.5%), Spreader N (12.5%), WideSword Y (12.5%), 300Z (12.5%), 500Z (12.5%), 1000Z (12.5%), 1400Z (12.5%)

## SCILAB NET 2

Viruses Boomer, Canodumb, Fishy, Quaker, Ratty, Swordy  
Mystery Data PanlGrab (12.5%), Recov50 C (12.5%), RockCube (12.5%), Spreader M (12.5%), 600Z (15.5%), 1000Z (15.5%), 1500Z (9.5%), 2000Z (9.5%)

## YOKA NET 1

Viruses Canodumb2, Mettaur2, Pengi, Shrimpy, Slimer, Swordy3, WindBox  
Mystery Data 1000Z (12.5%), 1500Z (12.5%), 2000Z (12.5%), 3500Z (12.5%), Virus (50%)

## YOKA NET 2

Viruses Mettaur2, Pengi, Slimer  
Mystery Data GutPunch C (15.5%), GutPunch D (15.5%), GutPunch E (9.5%), GutPunch F (9.5%), Virus (50%)

## BEACH NET 1

Viruses Deetle, Fishy, Quaker, SnowBlow, Swordy2, Trumpy, Yort  
Mystery Data AirShot2 \* (12.5%), Barrier \* (12.5%), Recov50 \* (12.5%), Spreader Q (12.5%), 1000Z (15.5%), 1200Z (15.5%), 1400Z (12.5%), 3000Z (6.5%)

## BEACH NET 2

Viruses Beetle, Deetle, Fishy, Mettaur2, SnowBlow, Trumpy, Yort  
Mystery Data GutStrgt R (12.5%), Recov80 J (9.5%), RockCube \* (12.5%), Spreader P (15.5%), 100Z (12.5%), 500Z (12.5%), 1000Z (12.5%), 3000Z (12.5%)

## HADES NET

Viruses Canodumb2, Deetle, Fishy, Momogra, Spikey, Spikey2, Yort  
Rare Viruses ColdHead, Shrimpy, Shrimpy2, Shrimpy3, Spikey3  
Mystery Data GutStrgt Q (12.5%), Hammer B (12.5%), PanlOut3 \* (12.5%), PanlRtn \* (12.5%), 800Z (6.25%), 1200Z (6.25%), 2000Z (6.25%), 2500Z (6.25%), Virus (25%)

## UNDERNET 1

Viruses Fishy3, KillerEye, Metrid, Shrimpy2, Shrimpy3, Slimey, Spikey2, Spikey3  
Mystery Data Geyser W (12.5%), HiCannon K (12.5%), Ratton O (12.5%), Recov120 W (12.5%), 800Z (12.5%), 1500Z (12.5%), 2000Z (12.5%), 3500Z (12.5%)

## UNDERNET 2

Viruses Canodumb2, Fishy3, Jelly, KillerEye, Metrid, Shrimpy2, Shrimpy3, Spikey2, Spikey3, Swordy3, TuffBunny  
Mystery Data 2000Z (12.5%), 2500Z (12.5%), 3000Z (12.5%), 4000Z (12.5%), Virus (50%)

## UNDERNET 3

Viruses Deetle, Metrid, Spikey2, Spikey3, Swordy2, Volcano, Yurt  
Mystery Data IceWave1 Q (12.5%), Repair \* (12.5%), Salamander S (12.5%), SandStge B (12.5%), Virus (50%)

## UNDERNET 4

Viruses BrushMan, Dominerd, Fishy3, Gloomer, Mettaur3, Ratty2  
Mystery Data Fan A (12.5%), Fountain D (12.5%), Slasher S (12.5%), Tornado T (12.5%), 500Z (25%), 1000Z (12.5%), 3000Z (6.25%), 5000Z (6.25%)

## UNDERNET 5

Viruses BrushMan, Dominerd, Gloomer, Heavy, Mettaur3, Quaker, Ratty2  
Mystery Data 2000Z (12.5%), 3000Z (12.5%), 4000Z (12.5%), 5000Z (12.5%), Virus (50%)

## UNDERNET 6

Viruses DemonEye, LowBlow, Mettaur3, Totam, Tuby, TuffBunny, Viner  
Mystery Data Bolt T (12.5%), ElecSword V (12.5%), Recov150 V (12.5%), Wave I (12.5%), 800Z (12.5%), 1800Z (12.5%), 2800Z (12.5%), 4800Z (12.5%)

## UNDERNET 7

Viruses Canodumb2, Fishy3, Gloomer, HeatJelly, Mettaur3, Momogra, Poofball, Quaker, Ratty2, Shrimpy3, Slimey, Slimey, Spikey3, Totam, Tuby  
Mystery Data GaiaBlad G (12.5%), Knight H (12.5%), Pawn Y (12.5%), Snake E (12.5%), Virus (50%)

## SECRET NET 1

Viruses ColdHead, Doomer, Eleglobe, Geetle, Heaviest, JokerEye, Motrodo, Mettaur3, Ratty3, Swordy3, Totun, Yart, VacuumFan  
Mystery Data 1500Z (15.5%), 3300Z (12.5%), 5800Z (12.5%), 8000Z (9.5%), Virus (50%)

## SECRET NET 2

Viruses Doomer, Elewasp, Geetle, Metrodo, Mettaur3, MoBlow, N.O-2, Smasher, Spikey3, Shadow, Volcaner, Volcano  
Mystery Data CannBall \* (12.5%), CrsShld1 \* (12.5%), Lance E (12.5%), Rook \* (12.5%), 2400Z (12.5%), 3800Z (12.5%), 5200Z (12.5%), 6600Z (12.5%),

## SECRET NET 3

Viruses Breaker, Dominerd3, Fishy3, Momogra, Scuttle, Scuttler, Scuttlest, Scuttzer, Scutz, Spiker, Swordy3, trump3 (name?)  
Rare Viruses N.O-3, Shrimpy3, Spikey3, Volcaner, Volcanest, Volcano  
Mystery Data AntiDarg S (12.5%), GrabRvng C (12.5%), Mine \* (12.5%), Recov200 N (12.5%), Virus (50%)

## PRINCIPAL PC 1

Viruses Canodumb, Eleball, Mettaur

## PRINCIPAL PC 2

Viruses Bunny, Canodumb, Eleball, Mettaur

## ZOO COMPUTER 1

Viruses Boomer, Mettaur, Mettaur2, Ratty, Spikey

## ZOO COMPUTER 2

Viruses Boomer, Mettaur, Mettaur2, Ratty, Spikey, Swordy

## ZOO COMPUTER 3

Viruses Beetle, Boomer, Mettaur2, Ratty, Spikey, Swordy

Rare Viruses Viney, Moshy

## ZOO COMPUTER 4

Viruses Beetle, Boomer, Mettaur2, Ratty, Spikey, Spikey2, Swordy

## HOPITAL COMPUTER 1

Viruses Canodumb2, HardHead, Mettaur2, Mushy, Needler, Totem

## HOPITAL COMPUTER 2

Viruses Canodumb2, HardHead, Mettaur2, Mushy, Needler, Totem, Viney

## HOPITAL COMPUTER 3

Viruses Canodumb2, HardHead, Mettaur2, Needler, Puffball, Totem, Swordy2

Rare Viruses Pengi, Pengon, Slimey

## HOPITAL COMPUTER 4

Viruses Canodumb2, HardHead, Mettaur2, Needler, Puffball, Totem, Swordy2

## HOPITAL COMPUTER 5

Viruses Canodumb2, HardHead, Mettaur2, Mushy, Needler, Puffball, Swordy2, Viney

## WWW ROBOT 1

Viruses Canodumb3, Elesphere, Elebee, KillerEye, MegaBunny, Nailer

Rare Viruses HardHead, Momogra, Viner, Vinert

## WWW ROBOT 2

Viruses Canodumb3, Elebee, Jelly, KillerEye, MegaBunny, Nailer, Slimey

## WWW ROBOT 3

Viruses Basher, Canodumb3, HeatJelly, MegaBunny, Metrod, Nailer, Spikey3

## WWW ROBOT 4

Viruses Basher, Fishy3, Gloomer, MegaBunny, Mettaur3, Momogra

## ALPHA

Viruses AlphaBug (yellow), KillerEye, Slimey



# LAN & MEGAMAN: FREELANCE NETBATTLERS!

First available in Part 2, the Job BBS is a kind of want-ad section for NetBattlers. A wide variety of jobs can be picked up here, with rewards for completing them. Stop in every now and then to check for new jobs.

Remember, you can only take on one job at a time, and no switching!

## Job #1 - Please

Available: Part 2

Reward: **Yo-Yo1 D**

A nice, easy job at the start. Talk to the red Navi in ACDC Net 1 on the CyberMetro side. Seems her husband and her got in a fight and he stormed out without his tools.



Go to ACDC School and Jack In to the chalkboard in class. Talk to the green Navi, then return to the little missus for your earnings.

## Job #2 - My Navi is sick

Available: Part 2

Reward: **RegUp3**

This one is easier than the first, provided you have the right Chip. All you have to do is step downstairs to the SciLab MetroLine station and give a Revoc30 \* Chip to the little girl there. In exchange for an easily replaceable Chip you get an irreplaceable **RegUp3**, a pretty sweet deal!

## Job #3 - Help me with my son!

Available: Part 3

Reward: **SpinYllw**

Take the MetroLine to Yoka station and talk to the lady there. Seems her son's been pulling net-pranks, and she lacks the skill to deliver some cyber-discipline.



Head to ACDC Net 3, by the passage to ACDC 2. The purple Navi there is the kid's, and he's got a Virus Bomb for you.

### Battle

White: **Boomer x2, Canodumb2**

Blue: **Boomer, Fishy, Mettaur2**

The **SpinYllw** you get in return is a valuable item indeed, allowing you to rotate the yellow Program Blocks in your Navi Customizer.

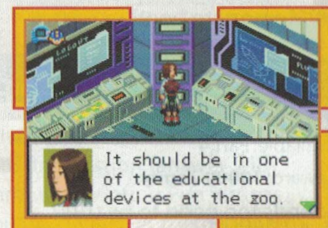


## Job #4 - Transmission error

Available: Part 3

Reward: **HPMemory**

Seems a SciLab employee has somehow managed to send some Virus data into one of the Yoka Zoo's EduComps. Smooth. Maybe that's why the info in them is so screwed up.



The Virus data is inside the EduComp for the hippopotamus and flamingo enclosure. Delete them, then return to SciLab.

### Battle

White: **Canodumb2 (x2), SnowBlow**

Blue: **Ratty, Ratty2, Yort**

## Job #5 - Chip

Available: Part 3

Reward: **Slasher B**

Get right in the middle of a family feud. A green Navi in the center of ACDC Square is in a selling struggle with his brother in order to inherit the family business. Go to SciLab Square and check out his brother's price on a Slasher B Chip, then return.



Now he wants you to go back and check again! Oy. And what do you know, he's even cheaper now! Sounds like dirty pool. Head back, and hear the sad conclusion. But at least you get that contested Chip for your legwork.

## Job #6 - I'm broke...!

Available: Part 4

Reward: **HPMemory**

Don't take this job until you have some Zenny to spare. This man at Yoka Inn needs to borrow 8000Z! Hand it over, step outside, then step right back inside and talk to him again. He's managed to get a PET in record time, but the Navi got lost while trying to transfer his money.



The Navi's in Yoka Net 2, by the upper-level path to Yoka 1, and he's being harassed by a bad, bad Navi.





## Battle

White: Shaker x3

Blue: Ratty2, Shrimpy2, Spikey2

When the Navi is safe, he gives you the **CashData** to deliver. Jack Out and return to the man at the inn. You get your 8000Z back, and an **HPMemory** to boot!

## Job #7 - Rare chips for cheap!

Available: Part 4

Reward: **10000 Zenny**

Sounds too good to be true? Then it probably is. The Navi who placed this ad is inside a telephone, and with the proliferation of PETs to serve that purpose, phones are rare. In fact, there's only one in the entire game.



Jack In to the phone at Yai's house. The Navi inside is there to beat you up and take all your stuff. The Twinner Virus he's packing is a tough one; you must delete both parts of the virus simultaneously, or else the destroyed half regenerates at full health. Delete his Virus and the mugger actually gives you 10000 Zenny for not wiping his motherboard clean as well.

## Job #8 - Be my boyfriend!

Available: Part 5

Reward: **StepSword**

With a job description like this, it can only mean one thing: an awkward, embarrassing and above all ridiculous event. In other words, comedy gold. Go to Beach Square and find the yellow DNN Navi.

Seems she's set herself up for a very sitcom-ian moment, bragging about a nonexistent super-fabulous boyfriend to her friends (or ex, perhaps?).



MegaMan's a lousy actor, but as you muddle through the conversation, try to give the right replies to the DNN Navi's prompts.

Prompt 1                      Yeah, that drama!  
 Prompt 2                      My own CyberMetro?  
 Prompt 1                      Uh, sure.

Get a prompt wrong and the Navi tries to change the subject with a Virus Bomb. Since you won't gain anything extra from the fights, you're much better off getting her cockamamie story right.

## Battle

White: Fishy (x2), Fishy2

Blue: Fishy (x2), DominerD



Of course, for the most comedy value, save right before you talk to her and check out every blundered line. And talk to them afterwards, too.

## Job #9 - Will you deliver?

Available: Part 5

Reward: **Aqua+30 \***

Why is this little old lady delivering Chips in the first place? Oh well. Take her TimeBomb N Chip to DNN Center, and deliver it to the suited man in the first floor hallway.



When you return to granny, she realizes she gave you the wrong chip. Joy! Take her Invis \*, but don't head back to DNN. Remember the man talked about having a Navi deliver the Chip to ACDC Square? Find the red Navi there and deliver the Chip, then back to Yoka to finish the job.

## Job #10 - Look for friends (Tora)

Available: Part 5

Reward: **RegUp3**

Talk to the man in ACDC Park. He asks you to locate a childhood friend's Navi who has the distinct habit of ending his sentences with "hey." Travel to Yoka Net, just south of Tamako's homepage to find him.



Next you have to find the operator himself. Trot over to the zoo and talk to the scientist in the first setion, that's him. Head back to the man in ACDC park, and reap your reward.

## Job #11 - Stuntmen wanted! (Tora)

Available: Part 5

Reward: **HPMemory**

Find an orange Navi in the lower level of Beach 1, just off the orange road. It's a simple five-round survival fight and a chance to be on TV again. Not much to this one. Just survive.





### Battle

White 1: Mettaur2 (x2)	Blue 1: Yort, HardHead on Grass Panels
White 2: Mettaur, Yort	Blue 2: Mettaur2, Spikey2 on Ice Panels
White 3: Beetle, Mettaur2, Shrimpy	Blue 3: Fishy, Shrimpy, Spikey2 on Sand Panels
White 4: Yort (x2)	Blue 4: Beetle (x2) with Laval Panels in cor-
White 5: Fishy, Mettaur2 (x2)	

## Job #12 - Riot stopped (Tora)

Available: Part 5

Reward: **Tally**

Sheesh, rioting over the N1? Still? Talk to the SciLab employee in the DNN lobby, and he asks you to help him hunt down and delete three Virus-spreading Navis.



Head outside and Jack In to the DNN News van to get the first one.

### Battle

White: Canodumb2, Mattaur2, Tuby	Blue: Momogro, Slimer (x2)
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Head upstairs and Jack In to the editing room door controls. The Navi inside's been jilted and is taking it out on the N1.

### Battle

White: Swordy2, Swordy3, Tuby	Blue: Fishy (x2), Momogro
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Finally, head to the studio, and Jack In to the NetBattle machine to find the final Navi.

### Battle

White: Fishy, Spikey2, Tuby	Blue: Momogro, Swordy, Swordy2
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When all three are deleted, head back to the SciLab employee and gain your reward: a mysterious item called a **Tally**.

## Job #13 - Gathering data (Tora)

Available: Part 5

Reward: **SloGauge \***

Inside the teachers' lounge in ACDC school there's a businessman looking for a lost Navi. It disappeared around SciLab carrying medical info for the ACDC students.



Head for SciLab Area 1's upper area. There's a Program by the locked door you're looking for, but he hasn't got the data (of course). He thinks he dropped it in ACDC, so get moving.

Head back to the place the school's gate key was held in ACDC Area 2. The purple Navi there found the data, but decides he wants a Yo-Yo G Chip in order to give it up. Fork it over, then head back to the school to put the period on this one.

## Job #14 - Somebody, please help!

Available: Part 6

Reward: **AntiRecv B**

The Principal's computer is just a lightning rod for trouble, isn't it? Someone's planted three Virus bombs inside it. The teacher mentions "suspicious places"...



Inside the first area, look at the shelf containing Navi books to find the first bomb. In order to defuse it, you must give the correct answer to its question (answer with "red"). Fail, and you must do it the hard way, deleting Fire Viruses with Bombs in the field. Whatever you do, do not let them ignite the Bomb on your side or you're in for much pain.

### Battle

White: Spikey3 (x3), bombs in field	Blue: Spikey2 (x2), Spikey3
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In the second area, check the statue for the second bomb. The clue to disarm it is that the button floats on water, yet there's no witch button. So press the wooden one. Or face off against Viruses if you choose.

### Battle

White: Metrid, Totem (x2), Bombs in field	Blue: Metrod, Spikey, Volcano
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The final bomb is inside the computer to the lower-left. Press the button marked "0", or take out Viruses and Bombs. And you're done!

### Battle

White: Swordy2 (x3), bombs in field	Blue: Spikey (x2), Swordy2
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## Job #15 - Looking for condor

Available: Part 6

Reward: **SubMem**

Remember the condor that took Chisao for a flight? The zoo wants it back. Talk to the lady at the parrot hut. Finding the condor is apparently easy, it's catching him that's hard! Go find the condor's caretaker at the Beach Street Hospital. He's in Mamoru's old room.



The man gives you the condor's mother, or what the condor thinks is its mother. At ACDC park, place the doll on the slide, then slip into Higsby's (or any other building) for a second. When you come out again, the condor is there. Grab him (where does Lan keep that bird, anyway?) and return to Yoka Zoo for your reward.





## Job #16 - Help with rehab

Available: Part 6

Reward: **Humor, WWW-ID**

Jack In to the hospital TV and talk to the Official Navi there. Apparently, he's lost the knack for Virus Busting after being on break, and wants to see someone in action to get his groove back. Get ready, this one's going to sting.

He releases a series of amazingly strong Viruses on you, so you'd better be powered up.



### Battle

Battle 1: Quaker?

Battle 2: Viney?

Battle 3: Eleball?

Battle 4: Puffball?

If you thought the fights were painful, try out the **Humor Program** the Navi gives you. But the **WWW-ID** gets you past those glowing skull-doors that keep you from nifty items on the net!



## Job #17 - Old Master

Available: Part 7

Reward: **GrabRvng Y**

Another one close to the BBS, thankfully. Talk to the purple Navi inside SciLab's vending machine. It seems he misses his old owner and wants to know how she's doing.

Take his advice and check out the yearbooks in ACDC school's teachers' lounge. Seems the girl always wanted to become a waitress. *Aim high, Anna!*



There's only one waitress around, so it's off to Beach Street. Talk to the waitress there and find out the Navi wasn't sold at all! Eep. Return to the Navi, who's happy anyway, to collect your prize.

## Job #18 - Catching gang members

Available: Part 7

Reward: **ExpMemry**

There's trouble, right here in Yoka Square! Talk to the Navi in central Yoka Square, and he tells you about four bad Navis in the net. You know what you have to do.

From Yoka Square, take the high road in Yoka Net 2 to find the first Navi.

### Battle

White: Canodumb2 (x2), Fishy2

Blue: Doomer, Fishy20

The second one is on the lower section of Yoka 2, right next to the Yoka 1 path. These guys sure like their speedy Viruses, don't they?

### Battle

White: Fishy3 (x2), Gloomer

Blue: Fishy2, Ratty3

The third thug is just outside of Tamako's homepage in Yoka Net 1.

### Battle

White: Fishy2 (x2), Trumpy

Blue: Fishy2, Metrod

Hit the lower level of Yoka 1 for the final punk.

### Battle

White Battle: Fishy3 (x2), Slimey

Blue Battle: Fishy, Fishy2, Trumpy

They were tough fights, but the prize is well worth it. The **ExpMemry** adds another row to the bottom of your Navi Customizer grid!

## Job #19 - Please adopt a virus!

Available: Part 7

Reward: **Bunny Virus (Breeder)**

What timing! Someone's found benevolent Viruses just when you have access to SciLab's new Virus Breeder! Head to SciLab 2 and talk to the red Navi. She loves her new Bunny Viruses, but can't afford to keep them fed with BugFrag, and hasn't got much use for them as NetBattlers. Fork over 50 BugFrag and the Bunnies are yours.

## Job #20 - Legendary Tomes

Available: Part 8

Reward: **FstGauge \***

"Come to Hades Isle..." isn't much of a job description, but go for it anyway. You're not looking for a person, but a Navi. Jack In to the Hades Net and go to where the gate key was held. The dead Navi there wants his three legendary tomes back from the one who stole them. The only hint you have is that he's in the Undernet. Hoo boy.

The quickest way is to go to SciLab Net 1 and take the hole DrillMan made to UnderNet 5, then the path to the right into UnderNet 6. Take the conveyors to the back-right corner of the area and talk to the Navi in the corner. He wants to fight you for the **SeaTome**, so oblige him.



### Battle

White: Dominerd, Twinest

Blue: N.O, Twinest

From there, head back to Under Square. A Navi there laments his 7000Z gambling loss, but is willing to sell you the **LandTome** he has for—you guessed it—7000Z.

Take the exit to Undernet 3, and make your way to where you first fought FlamMan. Along the way you meet one more Navi, who has the **SkyTome**. However, he wants a Magnum1 A Chip in exchange.

With Tomes in hand, return to Hades Net and the ghost Navi. Delighted with owning his Tomes once again, he hands over the **FstGauge \* Chip**.



## Job #21 - Hide

Available: Part 8

Reward: **Sword E, WideSwrd E, GutPunch E, Barrier E, GutImpact H**

The boy in front of the Yoka Square ticket booth introduces you to the new Hide & Seek club. He and his three friends have hidden their Navis in the Zoo Computer, and you're It!



There's one Navi in each section of the Zoo Computer, and they're really not all that hard to find. Each one hands over a Chip as well.

With all four Navis found, talk to the kid again to earn your fifth Chip.

## Job #22 - Finding the Blue Navi

Available: Part 8

Reward: **HPMemory**

Oh, right, this isn't a huge setup or anything. In Undernet 2, take the first conveyor to the left, and step on the teleporter there. Stick to the outer edges and meet up with a green Navi. And surprise, surprise, surprise, he's got Viruses for you! The Navi weasels his way out of deletion with an **HPMemory**.

### Battle

White: **HardHed?, Swordy3 (x2)**

Blue: **HardHed?, Metrod, Spikey3**

## Job #23 - Give your support!

Available: Part 9

Reward: **30 BugFrag**s

Oh, this isn't good. You'd better be tough to face this one. At the competition machine in Hades Isle, a scientist explains that they were experimenting with Viruses, and now they're out of control. It's a seven-round survival match against some of the most powerful Viruses in the game for you, so look out...

### Battle

Battle 1: **Elesphere, Mettaur3, TuffBunny**

Battle 2: **Doomer, Ratty3, Swordy3**

Battle 3: **Pengon, Shrimpy3, Slimest,**

Battle 4: **LowBlow, Trumpy?, Yurt**

Battle 5: **Goofball, Totun, Vinert**

Battle 6: **Fishy2, Metrodo, Spikey3**

Battle 7: **Elehornet, Scuttlest, Swordy3**



## Job #24 - Stamp collecting

Available: Part 9

Reward: **StepCros Q**

After the nastiness of the last job, maybe something peaceful like stamp collecting is in order. Go to the second floor of the Hospital and talk to the nurse there, who's trying to collect CyberMetro stamps to get her cousin a toy train.

First stop, ACDC Net 1. In the lower-left section, Prog gives you a **StmpCard** that needs to be stamped by a program in SciLab Net, Yoka Net and Beach Net.

The SciLab stamp Program is in SciLab Net 1, by the big screen. The Yoka stamp Program is in Yoka Net 2, in the top-left corner of the area. Finally, find the stamp Program in Beach Net 1's upper area, in the bottom-right corner of its central square.

With all the stamps in your card, return to Prog in ACDC Net 1, then Jack Out and return to the Hospital for your prize for getting her prize.

## Job #25 - Help with a will

Available: Part 9

Reward: **Recov300 R**

The final job on the BBS, and it's a doozy. Talk to the young girl outside of classroom 5-A to get her missing father's **Will**. Talk to her again for a clue; his Navi was last seen at the cybersquirrel in ACDC Net 3.



When you check out the squirrel, you find a hint involving armor and Viruses! You're assaulted by Omega versions of Totem, Needler and Mushy.

Yoka Inn has the only suit of armor around, so check it out. A hint of "demonic fire that boils water" is the next clue, and Omega versions of Basher, Heavy and Volcano are your next opponents. Sensing a trend developing?

Step outside and log into Tamako's stand for a quick hop to Yoka Net and its water-heater program. Of course there's Omega Viruses; Pengi, Slimer and Jelly. And a clue about demons and Hades...

Hades Isle ho! Examine the demon lighthouse beacon for a clue about pillars, and the Virus assault. Omegas KillerEye, Elebee and Momogra. Dad really wanted his kid to work for this, didn't he?



Tall pillar, tall pillar; the hints have been alternating between the Cyber World and the Real World, so it's Cyber's turn. And the only pillar in the Cyber World is in Undernet 4. Make your way to the upper green level. You must have defeated BeastMan's V3 in order to open the security




cube blocking the way to the tip of the pillar. Pick up the **StepSwrd M** from the Mystery Data, then examine the pillar's tip to find a **Photo** and, altogether now, **Omega Viruses! TwinsOmega and N.OOmega**, a truly nasty combination.




## 3.1: BATTLE CHIPS


### Standard Chips




NUMBER	NAME	MB
001	Cannon	12
ELEMENT	DAMAGE	LETTERS
	40	A B C D E *
DESCRIPTION		
Cannon to attack 1 enemy		




NUMBER	NAME	MB
002	HiCannon	24
ELEMENT	DAMAGE	LETTERS
	60	H I J K L *
DESCRIPTION		
Cannon to attack 1 enemy		




NUMBER	NAME	MB
003	M-Cannon	36
ELEMENT	DAMAGE	LETTERS
	80	O P Q R S
DESCRIPTION		
Cannon to attack 1 enemy		




NUMBER	NAME	MB
004	AirShot1	4
ELEMENT	DAMAGE	LETTERS
	20	*
DESCRIPTION		
Knocks enemy back 1		



NUMBER	NAME	MB
005	AirShot2	12
ELEMENT	DAMAGE	LETTERS
	30	*
DESCRIPTION		
Knocks enemy back 1		



NUMBER	NAME	MB
006	AirShot3	18
ELEMENT	DAMAGE	LETTERS
	40	*
DESCRIPTION		
Knocks enemy back 1		




NUMBER	NAME	MB
007	LavaCan1	34
ELEMENT	DAMAGE	LETTERS
fire	90	A G S T V
DESCRIPTION		
Fires lava fr. Area		




NUMBER	NAME	MB
008	LavaCan2	42
ELEMENT	DAMAGE	LETTERS
fire	120	B D F M O
DESCRIPTION		
Fires lava fr. Area		




NUMBER	NAME	MB
009	LavaCan3	60
ELEMENT	DAMAGE	LETTERS
fire	150	E H J R W
DESCRIPTION		
Fires lava fr. Area		




NUMBER	NAME	MB
010	Volcano	75
ELEMENT	DAMAGE	LETTERS
fire	150	A G J Y Z
DESCRIPTION		
Fire lava from your area		



NUMBER	NAME	MB
011	ShotGun	8
ELEMENT	DAMAGE	LETTERS
	30	B F J N T *
DESCRIPTION		
Explodes 1 square behind		




NUMBER	NAME	MB
012	V-Gun	8
ELEMENT	DAMAGE	LETTERS
	30	D G L P V *
DESCRIPTION		
Explodes 2 diag squares		



NUMBER	NAME	MB
013	SideGun	8
ELEMENT	DAMAGE	LETTERS
	30	C H M S Y *
DESCRIPTION		
Explodes up, down on hit		



NUMBER	NAME	MB
014	Spreader	16
ELEMENT	DAMAGE	LETTERS
	30	M N O P Q *
DESCRIPTION		
Creates a large explosion		



NUMBER	NAME	MB
015	Bubbler	14
ELEMENT	DAMAGE	LETTERS
water	60	A C D E P *
DESCRIPTION		
Explodes 1 square behind		





NUMBER	NAME	MB
016	Bub-V	22
ELEMENT	DAMAGE	LETTERS
water	60	DEFSV*
DESCRIPTION		
Explodes 2 diag squares		



NUMBER	NAME	MB
024	TrplBomb	36
ELEMENT	DAMAGE	LETTERS
	50	EINPW
DESCRIPTION		
Throws 3 big bombs 3 squares		



NUMBER	NAME	MB
017	BubSide	30
ELEMENT	DAMAGE	LETTERS
water	60	BEFGR*
DESCRIPTION		
Explodes up, down on hit		



NUMBER	NAME	MB
025	CannBall	30
ELEMENT	DAMAGE	LETTERS
	160	ADFLP*
DESCRIPTION		
Breaks 3rd panel ahead		



NUMBER	NAME	MB
018	HeatShot	16
ELEMENT	DAMAGE	LETTERS
fire	40	BHIJP*
DESCRIPTION		
Explodes 1 square behind		



NUMBER	NAME	MB
026	IceBall	18
ELEMENT	DAMAGE	LETTERS
water	120	FIMQS*
DESCRIPTION		
Freezes 3rd sq. ahead		



NUMBER	NAME	MB
019	Heat-V	24
ELEMENT	DAMAGE	LETTERS
fire	40	FIJKV*
DESCRIPTION		
Explodes 2 diag squares		



NUMBER	NAME	MB
027	LavaBall	20
ELEMENT	DAMAGE	LETTERS
fire	140	BCHNW
DESCRIPTION		
Shoot lava 3rd sq. Ahead		



NUMBER	NAME	MB
020	HeatSide	32
ELEMENT	DAMAGE	LETTERS
fire	40	CJKLT*
DESCRIPTION		
Explodes up, down on hit		



NUMBER	NAME	MB
028	BlkBomb1	60
ELEMENT	DAMAGE	LETTERS
fire	120	FLNPZ
DESCRIPTION		
Firebomb hits 3rd sq ahead!		



NUMBER	NAME	MB
021	Minibomb	6
ELEMENT	DAMAGE	LETTERS
	50	BGLOS*
DESCRIPTION		
Throws a bomb 3 squares		



NUMBER	NAME	MB
029	BlkBomb2	70
ELEMENT	DAMAGE	LETTERS
fire	170	DIKQS
DESCRIPTION		
Firebomb hits 3rd sq ahead!		



NUMBER	NAME	MB
022	SnglBomb	12
ELEMENT	DAMAGE	LETTERS
	50	DFHJT*
DESCRIPTION		
Throws a bomb 3 squares		



NUMBER	NAME	MB
030	BlkBomb3	80
ELEMENT	DAMAGE	LETTERS
fire	220	CGLUY
DESCRIPTION		
Firebomb hits 3rd sq ahead!		



NUMBER	NAME	MB
023	DublBomb	24
ELEMENT	DAMAGE	LETTERS
	50	ACHKQ*
DESCRIPTION		
Throws 2 big bombs 3 squares		



NUMBER	NAME	MB
031	Sword	10
ELEMENT	DAMAGE	LETTERS
	80	EHLST
DESCRIPTION		
Cuts enemy in front! Range: 1		





NUMBER	NAME	MB
032	WideSword	16
ELEMENT	DAMAGE	LETTERS
	80	CELQY
DESCRIPTION		
Cuts enemy in front! Range: 1		



NUMBER	NAME	MB
040	AirSword	30
ELEMENT	DAMAGE	LETTERS
	100	CEHJR*
DESCRIPTION		
Wide sword with air attack!		



NUMBER	NAME	MB
033	LongSword	24
ELEMENT	DAMAGE	LETTERS
	80	EILRY
DESCRIPTION		
Cuts enemy in front! Range: 2		



NUMBER	NAME	MB
041	StepSword	43
ELEMENT	DAMAGE	LETTERS
	130	LMNOP
DESCRIPTION		
2 steps, then uses wide sword		



NUMBER	NAME	MB
034	FireSword	20
ELEMENT	DAMAGE	LETTERS
fire	130	FNPRU
DESCRIPTION		
Fire: Cuts fwd 3 squares		



NUMBER	NAME	MB
042	StepCross	74
ELEMENT	DAMAGE	LETTERS
	130	PQRST
DESCRIPTION		
2 steps, then uses cross atk		



NUMBER	NAME	MB
035	AquaSword	25
ELEMENT	DAMAGE	LETTERS
water	150	AHNPT
DESCRIPTION		
Water: Cuts fwd 3 squares		



NUMBER	NAME	MB
043	Slasher	12
ELEMENT	DAMAGE	LETTERS
	240	BDGRS
DESCRIPTION		
Cut while A Button is held!		



NUMBER	NAME	MB
036	ElecSword	23
ELEMENT	DAMAGE	LETTERS
elec	130	EKNPV
DESCRIPTION		
Elec: Cuts fwd 3 squares		



NUMBER	NAME	MB
044	ShockWave	10
ELEMENT	DAMAGE	LETTERS
	60	DHJLRG
DESCRIPTION		
Shock through enemies		



NUMBER	NAME	MB
037	BambSword	18
ELEMENT	DAMAGE	LETTERS
wood	140	BLNPW
DESCRIPTION		
Wood: Cuts fwd 3 squares		



NUMBER	NAME	MB
045	SonicWave	26
ELEMENT	DAMAGE	LETTERS
	80	GIMSW
DESCRIPTION		
Shock through enemies		



NUMBER	NAME	MB
038	CustSword	21
ELEMENT	DAMAGE	LETTERS
	????	BFRVZ
DESCRIPTION		
Cust Gauge = Atk Str		



NUMBER	NAME	MB
046	DynaWave	42
ELEMENT	DAMAGE	LETTERS
	100	ENQTV
DESCRIPTION		
Shock through enemies		



NUMBER	NAME	MB
039	VarSword	68
ELEMENT	DAMAGE	LETTERS
	160	BCDEF
DESCRIPTION		
A magical shifting sword		



NUMBER	NAME	MB
047	BigWave	82
ELEMENT	DAMAGE	LETTERS
	190	EJMPY
DESCRIPTION		
Shck wave cracks panels		





NUMBER	NAME	MB
048	GutPunch	14
ELEMENT	DAMAGE	LETTERS
	80	BCDEF
DESCRIPTION		
Punch pushes 1 square		



NUMBER	NAME	MB
056	ZapRing2	18
ELEMENT	DAMAGE	LETTERS
elec	40	BGNRW
DESCRIPTION		
Pralyzing electric ring atk!		



NUMBER	NAME	MB
049	GutStrgt	30
ELEMENT	DAMAGE	LETTERS
	100	OPQRS
DESCRIPTION		
Punch 2 square range		



NUMBER	NAME	MB
057	ZapRing3	28
ELEMENT	DAMAGE	LETTERS
elec	60	CEQTZ
DESCRIPTION		
Pralyzing electric ring atk!		



NUMBER	NAME	MB
050	GutImpct	50
ELEMENT	DAMAGE	LETTERS
	160	GHIJK
DESCRIPTION		
Punch pushes 1 square		



NUMBER	NAME	MB
058	IceWave1	14
ELEMENT	DAMAGE	LETTERS
water	80	AKMOW*
DESCRIPTION		
Creates a 2 sq wide ice wave!		



NUMBER	NAME	MB
051	DashAtk	11
ELEMENT	DAMAGE	LETTERS
	90	CDGJZ*
DESCRIPTION		
Dash through enemies!		



NUMBER	NAME	MB
059	IceWave2	22
ELEMENT	DAMAGE	LETTERS
water	100	DHLPR*
DESCRIPTION		
Creates a 2 sq wide ice wave!		



NUMBER	NAME	MB
052	Burner	15
ELEMENT	DAMAGE	LETTERS
fire	130	BFQSW
DESCRIPTION		
Envelops you in flame!		



NUMBER	NAME	MB
060	IceWave3	30
ELEMENT	DAMAGE	LETTERS
water	140	CDJRV
DESCRIPTION		
Creates a 2 sq wide ice wave!		



NUMBER	NAME	MB
053	Condor	44
ELEMENT	DAMAGE	LETTERS
	180	BILSZ
DESCRIPTION		
Chrgz atk pierces enemies		



NUMBER	NAME	MB
061	Yo-Yo1	72
ELEMENT	DAMAGE	LETTERS
	40	CDEFG*
DESCRIPTION		
3-square yo-yo attack!		



NUMBER	NAME	MB
054	Burning	42
ELEMENT	DAMAGE	LETTERS
fire	150	AFLRS
DESCRIPTION		
Fire atk in cross shape!		



NUMBER	NAME	MB
062	Yo-Yo2	80
ELEMENT	DAMAGE	LETTERS
	50	HIJKL
DESCRIPTION		
3-square yo-yo attack!		



NUMBER	NAME	MB
055	ZapRing1	8
ELEMENT	DAMAGE	LETTERS
elec	20	AMPQS*
DESCRIPTION		
Pralyzing electric ring atk!		



NUMBER	NAME	MB
063	Yo-Yo3	88
ELEMENT	DAMAGE	LETTERS
	60	MNOPQ
DESCRIPTION		
3-square yo-yo attack!		





NUMBER	NAME	MB
064	AirStrm1	26
ELEMENT	DAMAGE	LETTERS
	50	AFHOS
DESCRIPTION	Creates 3 whirlwinds	



NUMBER	NAME	MB
072	Ratton3	34
ELEMENT	DAMAGE	LETTERS
	120	ACFRS
DESCRIPTION	Crawling rat, turns once	



NUMBER	NAME	MB
065	AirStrm2	35
ELEMENT	DAMAGE	LETTERS
	60	CGHMW
DESCRIPTION	Creates 3 whirlwinds	



NUMBER	NAME	MB
073	FireRatn	35
ELEMENT	DAMAGE	LETTERS
	230	BFHMY
DESCRIPTION	Activates when hit w/fire!	



NUMBER	NAME	MB
066	AirStrm3	44
ELEMENT	DAMAGE	LETTERS
	70	AGINV
DESCRIPTION	Creates 3 whirlwinds	



NUMBER	NAME	MB
074	Wave	60
ELEMENT	DAMAGE	LETTERS
water	80	EILST
DESCRIPTION	Creates a wave that moves 3sq	



NUMBER	NAME	MB
067	Arrow1	40
ELEMENT	DAMAGE	LETTERS
elec	100	BEMQT
DESCRIPTION	Bee fly diagonal paths	



NUMBER	NAME	MB
075	RedWave	72
ELEMENT	DAMAGE	LETTERS
fire	90	BFJRU
DESCRIPTION	Creates a 3sq wave of lava	



NUMBER	NAME	MB
068	Arrow2	60
ELEMENT	DAMAGE	LETTERS
elec	130	FRSUZ
DESCRIPTION	Bee fly diagonal paths	



NUMBER	NAME	MB
076	MudWave	84
ELEMENT	DAMAGE	LETTERS
wood	100	DGMVZ
DESCRIPTION	Mud wave advances 3 squares	



NUMBER	NAME	MB
069	Arrow3	80
ELEMENT	DAMAGE	LETTERS
elec	160	AHJNP
DESCRIPTION	Bee fly diagonal paths	



NUMBER	NAME	MB
077	Tornado	18
ELEMENT	DAMAGE	LETTERS
	20	CLRTU
DESCRIPTION	An 8-hit tornado 2 sq ahead	



NUMBER	NAME	MB
070	Ratton1	14
ELEMENT	DAMAGE	LETTERS
	80	ACFHJ
DESCRIPTION	Crawling rat, turns once	



NUMBER	NAME	MB
078	Spice1	22
ELEMENT	DAMAGE	LETTERS
wood	80	BDISZ*
DESCRIPTION	Dangerous powder on all grass	



NUMBER	NAME	MB
071	Ratton2	24
ELEMENT	DAMAGE	LETTERS
	100	ACFNO
DESCRIPTION	Crawling rat, turns once	



NUMBER	NAME	MB
079	Spice2	34
ELEMENT	DAMAGE	LETTERS
wood	110	CFIKR
DESCRIPTION	Dangerous powder on all grass	





NUMBER	NAME	MB
080	Spice3	46
ELEMENT	DAMAGE	LETTERS
wood	140	DFJOQ
DESCRIPTION		
Dangerous powder on all grass		



NUMBER	NAME	MB
088	Geyser	22
ELEMENT	DAMAGE	LETTERS
water	200	BCLSW
DESCRIPTION		
Geyser 3 squares forward		



NUMBER	NAME	MB
081	Shake1	34
ELEMENT	DAMAGE	LETTERS
	90	EGRSU
DESCRIPTION		
Vertical shaking 3sq ahead		



NUMBER	NAME	MB
089	Rope1	45
ELEMENT	DAMAGE	LETTERS
wood	50	DGJMO*
DESCRIPTION		
Entwines adjacent enemies!		



NUMBER	NAME	MB
082	Shake2	40
ELEMENT	DAMAGE	LETTERS
	110	BFILQ
DESCRIPTION		
Vertical shaking 3sq ahead		



NUMBER	NAME	MB
090	Rope2	55
ELEMENT	DAMAGE	LETTERS
wood	70	EGOTU
DESCRIPTION		
Entwines adjacent enemies!		



NUMBER	NAME	MB
083	Shake3	50
ELEMENT	DAMAGE	LETTERS
	140	DMRTZ
DESCRIPTION		
Vertical shaking 3sq ahead		



NUMBER	NAME	MB
091	Rope3	65
ELEMENT	DAMAGE	LETTERS
wood	90	HITUV
DESCRIPTION		
Entwines adjacent enemies!		



NUMBER	NAME	MB
084	NoBeam1	66
ELEMENT	DAMAGE	LETTERS
	200	CFGKW
DESCRIPTION		
Fires if something behind		



NUMBER	NAME	MB
092	Boomer1	15
ELEMENT	DAMAGE	LETTERS
wood	60	FHJMT*
DESCRIPTION		
Boomerang encircles field		



NUMBER	NAME	MB
085	NoBeam2	77
ELEMENT	DAMAGE	LETTERS
	260	EISUY
DESCRIPTION		
Fires if something behind		



NUMBER	NAME	MB
093	Boomer2	22
ELEMENT	DAMAGE	LETTERS
wood	80	EIKNV*
DESCRIPTION		
Boomerang encircles field		



NUMBER	NAME	MB
086	NoBeam3	88
ELEMENT	DAMAGE	LETTERS
	300	HMVWZ
DESCRIPTION		
Fires if something behind		



NUMBER	NAME	MB
094	Boomer3	30
ELEMENT	DAMAGE	LETTERS
wood	100	LOPUZ
DESCRIPTION		
Boomerang encircles field		



NUMBER	NAME	MB
087	Hammer	16
ELEMENT	DAMAGE	LETTERS
	100	BGLPT*
DESCRIPTION		
Hammer smashes front!		



NUMBER	NAME	MB
095	PoisMask	30
ELEMENT	DAMAGE	LETTERS
	12/second	AFNQV*
DESCRIPTION		
Poison area w/A Button!		





NUMBER	NAME	MB
096	PoisFace	38
ELEMENT	DAMAGE	LETTERS
	12/second	A N Q V W *
DESCRIPTION		
Spread poison w/A Button!		



NUMBER	NAME	MB
104	Magnum2	55
ELEMENT	DAMAGE	LETTERS
fire	150	B G N O Z
DESCRIPTION		
Cursor destroys panel!		



NUMBER	NAME	MB
097	RockArm1	23
ELEMENT	DAMAGE	LETTERS
	100	D H J O P *
DESCRIPTION		
Paralyzes enemy w/earthquake		



NUMBER	NAME	MB
105	Magnum3	75
ELEMENT	DAMAGE	LETTERS
fire	180	D F I S W
DESCRIPTION		
Cursor destroys panel!		



NUMBER	NAME	MB
098	RockArm2	35
ELEMENT	DAMAGE	LETTERS
	150	G M P S V *
DESCRIPTION		
Paralyzes enemy w/earthquake		



NUMBER	NAME	MB
106	Plasma1	14
ELEMENT	DAMAGE	LETTERS
elec	30	B D J R T
DESCRIPTION		
Launches electric attack		



NUMBER	NAME	MB
099	RockArm3	47
ELEMENT	DAMAGE	LETTERS
	200	C I L T Z
DESCRIPTION		
Paralyzes enemy w/earthquake		



NUMBER	NAME	MB
107	Plasma2	26
ELEMENT	DAMAGE	LETTERS
elec	60	A G K M Q
DESCRIPTION		
Launches electric attack		



NUMBER	NAME	MB
100	CrsShld1	25
ELEMENT	DAMAGE	LETTERS
	160	A C H L P *
DESCRIPTION		
Guard, and bite into the enemy		



NUMBER	NAME	MB
108	Plasma3	34
ELEMENT	DAMAGE	LETTERS
elec	90	F I N P S
DESCRIPTION		
Launches electric attack		



NUMBER	NAME	MB
101	CrsShld2	33
ELEMENT	DAMAGE	LETTERS
	210	B C L S T
DESCRIPTION		
Guard, and bite into the enemy		



NUMBER	NAME	MB
109	RndmMetr	28
ELEMENT	DAMAGE	LETTERS
fire	100	E I S V Z
DESCRIPTION		
Meteors smash enemies!		



NUMBER	NAME	MB
102	CrsShld3	41
ELEMENT	DAMAGE	LETTERS
	260	C E L N R
DESCRIPTION		
Guard, and bite into the enemy		



NUMBER	NAME	MB
110	HoleMetr	48
ELEMENT	DAMAGE	LETTERS
fire	100	C H J N Q
DESCRIPTION		
Meteors smash into sq		





NUMBER	NAME	MB
103	Magnum1	35
ELEMENT	DAMAGE	LETTERS
fire	x130;o120	A C H T V
DESCRIPTION		
Cursor destroys panel!		





NUMBER	NAME	MB
111	ShotMetr	38
ELEMENT	DAMAGE	LETTERS
fire	100	A D F S Y
DESCRIPTION		
Meteors shoot out forward		





	NUMBER	NAME	MB
	112	Needler1	32
	ELEMENT	DAMAGE	LETTERS
	30	I J M R S	
	DESCRIPTION	Advance w/A, stop to attack	


	NUMBER	NAME	MB
	120	Sesnor3	72
	ELEMENT	DAMAGE	LETTERS
	elec	130	B E J O P
	DESCRIPTION	Watch sq ahead or diagonal	


	NUMBER	NAME	MB
	113	Needler2	52
	ELEMENT	DAMAGE	LETTERS
	40	F H M T V	
	DESCRIPTION	Advance w/A, stop to attack	


	NUMBER	NAME	MB
	121	MetaGel1	18
	ELEMENT	DAMAGE	LETTERS
	water	90	B C D K Y *
	DESCRIPTION	Gel atk steals a panel!	


	NUMBER	NAME	MB
	114	Needler3	72
	ELEMENT	DAMAGE	LETTERS
	50	D L O U Z	
	DESCRIPTION	Advance w/A, stop to attack	


	NUMBER	NAME	MB
	122	MetaGel2	28
	ELEMENT	DAMAGE	LETTERS
	water	130	E F G P S
	DESCRIPTION	Gel atk steals a panel!	


	NUMBER	NAME	MB
	115	Totem1	29
	ELEMENT	DAMAGE	LETTERS
	fire	100	G H M Q V
	DESCRIPTION	Creates a totem to blow fire	


	NUMBER	NAME	MB
	123	MetaGel3	38
	ELEMENT	DAMAGE	LETTERS
	water	170	G H S T U
	DESCRIPTION	Gel atk steals a panel!	


	NUMBER	NAME	MB
	116	Totem2	38
	ELEMENT	DAMAGE	LETTERS
	fire	140	A C E T Z
	DESCRIPTION	Creates a totem to blow fire	


	NUMBER	NAME	MB
	124	Pawn	44
	ELEMENT	DAMAGE	LETTERS
	90	B E N R Y	
	DESCRIPTION	Attack by pressing A Button	


	NUMBER	NAME	MB
	117	Totem3	47
	ELEMENT	DAMAGE	LETTERS
	fire	180	D I K N Q
	DESCRIPTION	Creates a totem to blow fire	

	NUMBER	NAME	MB
	125	Knight	64
	ELEMENT	DAMAGE	LETTERS
	150	C H M U V	
	DESCRIPTION	Jumps fwd and attacks	

	NUMBER	NAME	MB
	118	Sensor1	62
	ELEMENT	DAMAGE	LETTERS
	elec	100	C K L O P
	DESCRIPTION	Sensor to watch sq ahead	

	NUMBER	NAME	MB
	126	Rook	30
	ELEMENT	DAMAGE	LETTERS
			D F N Q U *
	DESCRIPTION	Protects you from attacks	

	NUMBER	NAME	MB
	119	Sesnor2	70
	ELEMENT	DAMAGE	LETTERS
	elec	130	A G H N S
	DESCRIPTION	Watch sq ahead or diagonal	

	NUMBER	NAME	MB
	127	Team1	16
	ELEMENT	DAMAGE	LETTERS
	10	A C E T Z *	
	DESCRIPTION	Powers up when ally is hit	





NUMBER	NAME	MB
128	Team2	20
ELEMENT	DAMAGE	LETTERS
		DLPSZ*
DESCRIPTION		
Ally's HP recovered if hurt		



NUMBER	NAME	MB
136	PanlGrab	10
ELEMENT	DAMAGE	LETTERS
	10	AHLSY*
DESCRIPTION		
Steals 1 enemy square!		



NUMBER	NAME	MB
129	TimeBomb	32
ELEMENT	DAMAGE	LETTERS
	150	JKLMN
DESCRIPTION		
An area-wide time bomb		



NUMBER	NAME	MB
137	AreaGrab	15
ELEMENT	DAMAGE	LETTERS
	10	ELRSY*
DESCRIPTION		
Steals left edge from enemy		



NUMBER	NAME	MB
130	Mine	16
ELEMENT	DAMAGE	LETTERS
	300	ADLRS*
DESCRIPTION		
Places a mine in enemy area		



NUMBER	NAME	MB
138	GrabBack	10
ELEMENT	DAMAGE	LETTERS
	40	AEIKN
DESCRIPTION		
Retaliate stolen panels!		



NUMBER	NAME	MB
131	Lance	46
ELEMENT	DAMAGE	LETTERS
wood	130	DEHRZ
DESCRIPTION		
Lances through back line		



NUMBER	NAME	MB
139	GrabRvng	30
ELEMENT	DAMAGE	LETTERS
	80	CGPRY
DESCRIPTION		
Retaliate stolen panels!		



NUMBER	NAME	MB
132	Snake	20
ELEMENT	DAMAGE	LETTERS
wood	40	DEIRY
DESCRIPTION		
Snake from hole in area		



NUMBER	NAME	MB
140	RockCube	9
ELEMENT	DAMAGE	LETTERS
		ACEHR*
DESCRIPTION		
Places a rock cube in front		



NUMBER	NAME	MB
133	Guard	5
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION		
Repels enemy's attack		



NUMBER	NAME	MB
141	Prism	60
ELEMENT	DAMAGE	LETTERS
		HJKOW
DESCRIPTION		
Prism fires randomly		



NUMBER	NAME	MB
134	PanlOut1	4
ELEMENT	DAMAGE	LETTERS
	10	ABDLS*
DESCRIPTION		
Destroys 1 panel in front		



NUMBER	NAME	MB
142	Wind	14
ELEMENT	DAMAGE	LETTERS
		AEHOS*
DESCRIPTION		
WindBox blows at enemy area		




NUMBER	NAME	MB
135	PanlOut3	7
ELEMENT	DAMAGE	LETTERS
	10	CENRY*
DESCRIPTION		
Destroys 3 panels in front		



NUMBER	NAME	MB
143	Fan	14
ELEMENT	DAMAGE	LETTERS
		AGLRT*
DESCRIPTION		
Vacuum pulls enemies		





NUMBER	NAME	MB
144	Fanfare	32
ELEMENT	DAMAGE	LETTERS
		CEGLY*
DESCRIPTION		
Take no dmg for a while		



NUMBER	NAME	MB
152	Recov150	50
ELEMENT	DAMAGE	LETTERS
		NPRTV*
DESCRIPTION		
Recovers 150HP		



NUMBER	NAME	MB
145	Discord	38
ELEMENT	DAMAGE	LETTERS
		DFNTZ*
DESCRIPTION		
Confuses enemies w/music		




NUMBER	NAME	MB
153	Recov200	65
ELEMENT	DAMAGE	LETTERS
		MNUVW
DESCRIPTION		
Recovers 200HP		



NUMBER	NAME	MB
146	Timpani	42
ELEMENT	DAMAGE	LETTERS
		ANQUW*
DESCRIPTION		
Paralyzes enemy w/music		



NUMBER	NAME	MB
154	Recov300	80
ELEMENT	DAMAGE	LETTERS
		ORVWZ
DESCRIPTION		
Recovers 300 HP		




NUMBER	NAME	MB
147	Recov10	5
ELEMENT	DAMAGE	LETTERS
		ACEGL*
DESCRIPTION		
Recovers 10HP		



NUMBER	NAME	MB
155	Repair	8
ELEMENT	DAMAGE	LETTERS
		ACDFS*
DESCRIPTION		
Fix your area's panels		




NUMBER	NAME	MB
148	Recov30	8
ELEMENT	DAMAGE	LETTERS
		BDFHM*
DESCRIPTION		
Recovers 30HP		



NUMBER	NAME	MB
156	SloGauge	20
ELEMENT	DAMAGE	LETTERS
		ACRSZ*
DESCRIPTION		
CustGuage slow down in battle		




NUMBER	NAME	MB
149	Recov50	14
ELEMENT	DAMAGE	LETTERS
		CEGJN*
DESCRIPTION		
Recovers 50HP		



NUMBER	NAME	MB
157	FastGauge	40
ELEMENT	DAMAGE	LETTERS
		BEJRY*
DESCRIPTION		
CustGuage speeds up in battle		



NUMBER	NAME	MB
150	Recov80	20
ELEMENT	DAMAGE	LETTERS
		DFHJO*
DESCRIPTION		
Recovers 80HP		



NUMBER	NAME	MB
158	Panic	14
ELEMENT	DAMAGE	LETTERS
		ACLRZ*
DESCRIPTION		
Confuses enemies if you are		



NUMBER	NAME	MB
151	Recov120	35
ELEMENT	DAMAGE	LETTERS
		OQSUW*
DESCRIPTION		
Recovers 120HP		



NUMBER	NAME	MB
159	Geddon1	10
ELEMENT	DAMAGE	LETTERS
		DJMOS*
DESCRIPTION		
Cracks all panels!		





NUMBER	NAME	MB
160	Geddon2	50

ELEMENT	DAMAGE	LETTERS
		F H N O W

DESCRIPTION  
Breaks all empty squares!



NUMBER	NAME	MB
168	Air Shoes	26

ELEMENT	DAMAGE	LETTERS
		H I N U Y *

DESCRIPTION  
Can stand on empty squares



NUMBER	NAME	MB
161	Geddon3	90

ELEMENT	DAMAGE	LETTERS
		C M U W Y

DESCRIPTION  
Turns all panels to swamp!



NUMBER	NAME	MB
169	Barrier	7

ELEMENT	DAMAGE	LETTERS
		C E L R S *

DESCRIPTION  
Nullifies 10HP of damage!



NUMBER	NAME	MB
162	CopyDmg	18

ELEMENT	DAMAGE	LETTERS
		A F H L Y *

DESCRIPTION  
Duplicate damage on 2nd enemy



NUMBER	NAME	MB
170	Barr100	25

ELEMENT	DAMAGE	LETTERS
		E J M R T *

DESCRIPTION  
Nullifies 100HP of damage!



NUMBER	NAME	MB
163	Invis	11

ELEMENT	DAMAGE	LETTERS
		B E F R S *

DESCRIPTION  
Invisible for a while



NUMBER	NAME	MB
171	Barr200	50

ELEMENT	DAMAGE	LETTERS
		E F H R U

DESCRIPTION  
Nullifies 200HP of damage!



NUMBER	NAME	MB
164	Shadow	60

ELEMENT	DAMAGE	LETTERS
		H J N Q U *

DESCRIPTION  
Only swrd attacks hurt you



NUMBER	NAME	MB
172	Aura	55

ELEMENT	DAMAGE	LETTERS
		F I S U Y

DESCRIPTION  
Repels attacks under 100



NUMBER	NAME	MB
165	Mole1	28

ELEMENT	DAMAGE	LETTERS
		A D H J O *

DESCRIPTION  
Attacks fr. under ground!



NUMBER	NAME	MB
173	NrthWind	43

ELEMENT	DAMAGE	LETTERS
		A C N S Z

DESCRIPTION  
Wind removes auras, etc



NUMBER	NAME	MB
166	Mole2	35

ELEMENT	DAMAGE	LETTERS
		B G I K R *

DESCRIPTION  
Attacks fr. under ground!



NUMBER	NAME	MB
174	Mettaur	30

ELEMENT	DAMAGE	LETTERS
	???	T

DESCRIPTION  
Summons a Mettaur to fight!



NUMBER	NAME	MB
167	Mole3	42

ELEMENT	DAMAGE	LETTERS
		C E L M Q

DESCRIPTION  
Attacks fr. under ground!



NUMBER	NAME	MB
175	Bunny	32

ELEMENT	DAMAGE	LETTERS
elec	???	R

DESCRIPTION  
Summons a Bunny to fight!





NUMBER	NAME	MB
176	Spikey	34
ELEMENT	DAMAGE	LETTERS
fire	????	E
DESCRIPTION		
Summons a Spikey to fight!		



NUMBER	NAME	MB
184	HolyPanl	14
ELEMENT	DAMAGE	LETTERS
		EJLRU*
DESCRIPTION		
Creates a holy pnl in front		



NUMBER	NAME	MB
177	Swordy	30
ELEMENT	DAMAGE	LETTERS
????	????	W
DESCRIPTION		
Summons a Swordy to fight!		



NUMBER	NAME	MB
185	LavaStge	22
ELEMENT	DAMAGE	LETTERS
		AERTY*
DESCRIPTION		
Changes all panls to lava		



NUMBER	NAME	MB
178	Jelly	46
ELEMENT	DAMAGE	LETTERS
????	????	Y
DESCRIPTION		
Summons a Jelly to fight!		



NUMBER	NAME	MB
186	IceStage	20
ELEMENT	DAMAGE	LETTERS
		CGMQT*
DESCRIPTION		
Changes all panls to ice		



NUMBER	NAME	MB
179	Mushy	38
ELEMENT	DAMAGE	LETTERS
wood	????	H
DESCRIPTION		
Summons a Mushy to fight!		



NUMBER	NAME	MB
187	GrassStg	10
ELEMENT	DAMAGE	LETTERS
		EJRWZ*
DESCRIPTION		
Changes all panls to grass		



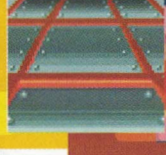
NUMBER	NAME	MB
180	Momogra	38
ELEMENT	DAMAGE	LETTERS
	????	G
DESCRIPTION		
Summons a Momogra to fight!		



NUMBER	NAME	MB
188	SandStge	18
ELEMENT	DAMAGE	LETTERS
		BCQUW*
DESCRIPTION		
Changes all panls to sand		



NUMBER	NAME	MB
181	KillrEye	50
ELEMENT	DAMAGE	LETTERS
elec	????	K
DESCRIPTION		
Summons a KillerEye to fight!		



NUMBER	NAME	MB
189	MetlStge	26
ELEMENT	DAMAGE	LETTERS
		DGMOS*
DESCRIPTION		
Changes all panls to metal		



NUMBER	NAME	MB
182	Scuttlst	52
ELEMENT	DAMAGE	LETTERS
????	????	A
DESCRIPTION		
Summons a Scuttlest to fight!		



NUMBER	NAME	MB
190	Snctuary	54
ELEMENT	DAMAGE	LETTERS
		ACELS
DESCRIPTION		
Change own panls to holy		



NUMBER	NAME	MB
183	Hole	55
ELEMENT	DAMAGE	LETTERS
		ABSTZ*
DESCRIPTION		
Open hole to dark world		



NUMBER	NAME	MB
191	AntiDmg	45
ELEMENT	DAMAGE	LETTERS
	100	CFHMS
DESCRIPTION		
Sets trap & throws stars!		





NUMBER	NAME	MB
192	AntiSword	68
ELEMENT	DAMAGE	LETTERS
	100	B K R U Y
DESCRIPTION	Retaliate for sword damage	



NUMBER	NAME	MB
193	AntiNavi	60
ELEMENT	DAMAGE	LETTERS
		A M N V W
DESCRIPTION	Takes the enemy's Navi away	



NUMBER	NAME	MB
194	AntiRecv	73
ELEMENT	DAMAGE	LETTERS
		B D E O S
DESCRIPTION	Punish recovery of HPs!	



NUMBER	NAME	MB
195	Atk+10	4
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+10 for selected atk chip	



NUMBER	NAME	MB
196	Fire+30	20
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+30 for Fire atk chip	



NUMBER	NAME	MB
197	Aqua+30	21
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+30 for Aqua atk chip	



NUMBER	NAME	MB
198	Elec+30	23
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+30 for Elec atk chip	



NUMBER	NAME	MB
199	Wood+30	26
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+30 for Wood atk chip	



NUMBER	NAME	MB
200	Navi+20	34
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+20 for selected Navi chip	

## Mega Chips



NUMBER	NAME	MB
1	Muramasa	74
ELEMENT	DAMAGE	LETTERS
	????	M
DESCRIPTION	Power = amount of HP lost!	



NUMBER	NAME	MB
2	HeroSword	65
ELEMENT	DAMAGE	LETTERS
	180	P
DESCRIPTION	Legendary sword cuts 3 sq!	



NUMBER	NAME	MB
3	ZeusHamr	90
ELEMENT	DAMAGE	LETTERS
	250	Z
DESCRIPTION	Damages anyone on a panel	



NUMBER	NAME	MB
4	StandOut	22
ELEMENT	DAMAGE	LETTERS
fire	220	P *
DESCRIPTION	Heat: Send Fire into hole	



NUMBER	NAME	MB
5	Salamndr	50
ELEMENT	DAMAGE	LETTERS
fire	300	S *
DESCRIPTION	Heat: Send Fire into hole	

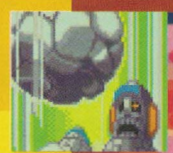


NUMBER	NAME	MB
6	WatrLine	18
ELEMENT	DAMAGE	LETTERS
water	180	C *
DESCRIPTION	Water: Draw wter from hole	





NUMBER	NAME	MB
7	Fountain	48
ELEMENT	DAMAGE	LETTERS
water	240	D *
DESCRIPTION	Water: Draw wter from hole	



NUMBER	NAME	MB
15	GodStone	66
ELEMENT	DAMAGE	LETTERS
	150	S
DESCRIPTION	Summons a GodStone from hole	



NUMBER	NAME	MB
8	Lightning	30
ELEMENT	DAMAGE	LETTERS
elec	160	L *
DESCRIPTION	Elec: Dmgs object & area	



NUMBER	NAME	MB
16	OldWood	72
ELEMENT	DAMAGE	LETTERS
wood	100	W
DESCRIPTION	Summons OldWood from hole	



NUMBER	NAME	MB
9	Bolt	52
ELEMENT	DAMAGE	LETTERS
elec	210	T *
DESCRIPTION	Elec: Dmgs object & area	



NUMBER	NAME	MB
17	Jealousy	64
ELEMENT	DAMAGE	LETTERS
	100	J
DESCRIPTION	More dmg if enemy has chips	



NUMBER	NAME	MB
10	GaiaSwd	28
ELEMENT	DAMAGE	LETTERS
wood	100	G *
DESCRIPTION	Wood: Take power frm next chip	



NUMBER	NAME	MB
18	Poltrgst	58
ELEMENT	DAMAGE	LETTERS
		G
DESCRIPTION	Objects thrown at enemies!	



NUMBER	NAME	MB
11	GaiaBlad	55
ELEMENT	DAMAGE	LETTERS
wood	100	G *
DESCRIPTION	Wood: Take power frm next chip	



NUMBER	NAME	MB
19	LifeAura	77
ELEMENT	DAMAGE	LETTERS
		D
DESCRIPTION	Repel all attacks under 200	



NUMBER	NAME	MB
12	Meteors	86
ELEMENT	DAMAGE	LETTERS
fire	40	R
DESCRIPTION	Drop many meteors on enemy	



NUMBER	NAME	MB
20	FullCust 10	
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	CustGauge instantly refills!	



NUMBER	NAME	MB
13	Guardian	82
ELEMENT	DAMAGE	LETTERS
		O
DESCRIPTION	Statue punishes when hit	



NUMBER	NAME	MB
21	Atk+30	50
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+30 for selected atk chip	




NUMBER	NAME	MB
14	Anubis	90
ELEMENT	DAMAGE	LETTERS
	60/second	A
DESCRIPTION	Anubis poisons enemies	




NUMBER	NAME	MB
22	Navi+40	34
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION	+40 for selected Navi chip	







NUMBER	NAME	MB
23	Roll	10
ELEMENT	DAMAGE	LETTERS
	20	R
DESCRIPTION		
Attack an enemy, heal you		




NUMBER	NAME	MB
31	ProtoMnV2	76
ELEMENT	DAMAGE	LETTERS
	180	B
DESCRIPTION		
Moves in to slice the enemy		




NUMBER	NAME	MB
24	RollIV2	22
ELEMENT	DAMAGE	LETTERS
	30	R
DESCRIPTION		
Attack an enemy, heal you		




NUMBER	NAME	MB
32	ProtoMnV3	82
ELEMENT	DAMAGE	LETTERS
	200	B
DESCRIPTION		
Moves in to slice the enemy		




NUMBER	NAME	MB
25	RollIV3	34
ELEMENT	DAMAGE	LETTERS
	40	R
DESCRIPTION		
Attack an enemy, heal you		




NUMBER	NAME	MB
33	ProtoMnV4	90
ELEMENT	DAMAGE	LETTERS
	220	B
DESCRIPTION		
Moves in to slice the enemy		




NUMBER	NAME	MB
26	GutsMan	15
ELEMENT	DAMAGE	LETTERS
	50	G
DESCRIPTION		
Sneaks up to smash panels!		




NUMBER	NAME	MB
34	FlashMan	39
ELEMENT	DAMAGE	LETTERS
elec	50	F
DESCRIPTION		
Flash atk paralyzes enemy		




NUMBER	NAME	MB
27	GutsManV2	41
ELEMENT	DAMAGE	LETTERS
	70	G
DESCRIPTION		
Sneaks up to smash panels!		




NUMBER	NAME	MB
35	FlashMnV2	59
ELEMENT	DAMAGE	LETTERS
elec	70	F
DESCRIPTION		
Flash atk paralyzes enemy		



NUMBER	NAME	MB
28	GutsManV3	57
ELEMENT	DAMAGE	LETTERS
	90	G
DESCRIPTION		
Sneaks up to smash panels!		




NUMBER	NAME	MB
36	FlashMnV3	69
ELEMENT	DAMAGE	LETTERS
elec	90	F
DESCRIPTION		
Flash atk paralyzes enemy		




NUMBER	NAME	MB
29	GutsManV4	63
ELEMENT	DAMAGE	LETTERS
	100	G
DESCRIPTION		
Sneaks up to smash panels!		



NUMBER	NAME	MB
37	FlashMnV4	79
ELEMENT	DAMAGE	LETTERS
elec	120	F
DESCRIPTION		
Flash atk paralyzes enemy		




NUMBER	NAME	MB
30	ProtoMan	68
ELEMENT	DAMAGE	LETTERS
	160	B
DESCRIPTION		
Moves in to slice the enemy		



NUMBER	NAME	MB
38	BeastMan	38
ELEMENT	DAMAGE	LETTERS
	40	B
DESCRIPTION		
Claw atk 3 squares ahead!		






NUMBER	NAME	MB
39	BeastMnV2	60
ELEMENT	DAMAGE	LETTERS
	50	B
DESCRIPTION		
Claw atk 3 squares ahead!		




NUMBER	NAME	MB
47	DesrtMnV2	52
ELEMENT	DAMAGE	LETTERS
	140	D
DESCRIPTION		
Launches fists at enemies!		



NUMBER	NAME	MB
40	BeastMnV3	68
ELEMENT	DAMAGE	LETTERS
	60	B
DESCRIPTION		
Claw atk 3 squares ahead!		




NUMBER	NAME	MB
48	DesrtMnV3	64
ELEMENT	DAMAGE	LETTERS
	160	D
DESCRIPTION		
Launches fists at enemies!		




NUMBER	NAME	MB
41	BeastMnV4	76
ELEMENT	DAMAGE	LETTERS
	70	B
DESCRIPTION		
Claw atk 3 squares ahead!		




NUMBER	NAME	MB
49	DesrtMnV4	72
ELEMENT	DAMAGE	LETTERS
	180	D
DESCRIPTION		
Launches fists at enemies!		




NUMBER	NAME	MB
42	BubblMan	50
ELEMENT	DAMAGE	LETTERS
wood	20	B
DESCRIPTION		
Fires several AquaShots		




NUMBER	NAME	MB
50	PlantMan	60
ELEMENT	DAMAGE	LETTERS
wood	20	P
DESCRIPTION		
Vines harm all enemies!		




NUMBER	NAME	MB
43	BubblMnV2	62
ELEMENT	DAMAGE	LETTERS
wood	20	B
DESCRIPTION		
Fires several AquaShots		




NUMBER	NAME	MB
51	PlantMnV2	65
ELEMENT	DAMAGE	LETTERS
wood	30	P
DESCRIPTION		
Vines harm all enemies!		




NUMBER	NAME	MB
44	BubblMnV3	74
ELEMENT	DAMAGE	LETTERS
wood	20	B
DESCRIPTION		
Fires several AquaShots		



NUMBER	NAME	MB
52	PlantMnV3	70
ELEMENT	DAMAGE	LETTERS
wood	40	P
DESCRIPTION		
Vines harm all enemies!		




NUMBER	NAME	MB
45	BubblMnV4	80
ELEMENT	DAMAGE	LETTERS
wood	20	B
DESCRIPTION		
Fires several AquaShots		



NUMBER	NAME	MB
53	PlantMnV4	75
ELEMENT	DAMAGE	LETTERS
wood	50	P
DESCRIPTION		
Vines harm all enemies!		



NUMBER	NAME	MB
46	DesrtMan	38
ELEMENT	DAMAGE	LETTERS
	120	D
DESCRIPTION		
Launches fists at enemies!		



NUMBER	NAME	MB
54	FlameMan	32
ELEMENT	DAMAGE	LETTERS
fire	120	F
DESCRIPTION		
Flames burn all enemies!		





NUMBER	NAME	MB
55	FlamManV2	52
ELEMENT	DAMAGE	LETTERS
fire	150	F
DESCRIPTION	Flames burn all enemies!	



NUMBER	NAME	MB
63	MetalMnV2	60
ELEMENT	DAMAGE	LETTERS
	130	M
DESCRIPTION	Iron fist smashes 1 square!	



NUMBER	NAME	MB
56	FlamManV3	62
ELEMENT	DAMAGE	LETTERS
fire	180	F
DESCRIPTION	Flames burn all enemies!	



NUMBER	NAME	MB
64	MetalMnV3	70
ELEMENT	DAMAGE	LETTERS
	160	M
DESCRIPTION	Iron fist smashes 1 square!	



NUMBER	NAME	MB
57	FlamManV4	72
ELEMENT	DAMAGE	LETTERS
fire	210	F
DESCRIPTION	Flames burn all enemies!	



NUMBER	NAME	MB
65	MetalMnV4	80
ELEMENT	DAMAGE	LETTERS
	190	M
DESCRIPTION	Iron fist smashes 1 square!	



NUMBER	NAME	MB
58	DrillMan	66
ELEMENT	DAMAGE	LETTERS
	70	D
DESCRIPTION	3 drills fly at enemies!	



NUMBER	NAME	MB
66	KingMan	36
ELEMENT	DAMAGE	LETTERS
	140	K
DESCRIPTION	Move up 3 square & 4-way hit	



NUMBER	NAME	MB
59	DrillMnV2	70
ELEMENT	DAMAGE	LETTERS
	90	D
DESCRIPTION	3 drills fly at enemies!	



NUMBER	NAME	MB
67	KingMnV2	48
ELEMENT	DAMAGE	LETTERS
	170	K
DESCRIPTION	Move up 3 square & 4-way hit	



NUMBER	NAME	MB
60	DrillMnV3	74
ELEMENT	DAMAGE	LETTERS
	110	D
DESCRIPTION	3 drills fly at enemies!	



NUMBER	NAME	MB
68	KingMnV3	60
ELEMENT	DAMAGE	LETTERS
	200	K
DESCRIPTION	Move up 3 square & 4-way hit	



NUMBER	NAME	MB
61	DrillMnV4	78
ELEMENT	DAMAGE	LETTERS
	130	D
DESCRIPTION	3 drills fly at enemies!	



NUMBER	NAME	MB
69	KingMnV4	72
ELEMENT	DAMAGE	LETTERS
	240	K
DESCRIPTION	Move up 3 square & 4-way hit	



NUMBER	NAME	MB
62	MetalMan	40
ELEMENT	DAMAGE	LETTERS
	100	M
DESCRIPTION	Iron fist smashes 1 square!	



NUMBER	NAME	MB
70	MistMan	68
ELEMENT	DAMAGE	LETTERS
	90	M
DESCRIPTION	Appears from mist & attacks	





NUMBER	NAME	MB
71	MistManV2	71

ELEMENT	DAMAGE	LETTERS
	110	M

DESCRIPTION

Appears from mist &amp; attacks



NUMBER	NAME	MB
79	DarkManV2	76

ELEMENT	DAMAGE	LETTERS
	30	D

DESCRIPTION

Creates 3 caves in enemy area



NUMBER	NAME	MB
72	MistManV3	74

ELEMENT	DAMAGE	LETTERS
	130	M

DESCRIPTION

Appears from mist &amp; attacks



NUMBER	NAME	MB
80	DarkManV3	80

ELEMENT	DAMAGE	LETTERS
30	D	Creates 3 caves in

DESCRIPTION

enemy area



NUMBER	NAME	MB
73	MistManV4	77

ELEMENT	DAMAGE	LETTERS
	150	M

DESCRIPTION

Appears from mist &amp; attacks



NUMBER	NAME	MB
81	DarkManV4	84

ELEMENT	DAMAGE	LETTERS
30	D	

DESCRIPTION

Creates 3 caves in enemy area



NUMBER	NAME	MB
74	BowlMan	80

ELEMENT	DAMAGE	LETTERS
	100	B

DESCRIPTION

Lines up pins for a strike!



NUMBER	NAME	MB
82	JapanMan	82

ELEMENT	DAMAGE	LETTERS
	40	Y

DESCRIPTION

Multiple attacks w/spear



NUMBER	NAME	MB
75	BowlManV2	82

ELEMENT	DAMAGE	LETTERS
	120	B

DESCRIPTION

Lines up pins for a strike!



NUMBER	NAME	MB
83	JapanMnV2	85

ELEMENT	DAMAGE	LETTERS
	45	Y

DESCRIPTION

Multiple attacks w/spear



NUMBER	NAME	MB
76	BowlManV3	84

ELEMENT	DAMAGE	LETTERS
	140	B

DESCRIPTION

Lines up pins for a strike!



NUMBER	NAME	MB
84	JapanMnV3	88

ELEMENT	DAMAGE	LETTERS
	50	Y

DESCRIPTION

Multiple attacks w/spear



NUMBER	NAME	MB
77	BowlManV4	86

ELEMENT	DAMAGE	LETTERS
	160	B

DESCRIPTION

Lines up pins for a strike!



NUMBER	NAME	MB
85	JapanMnV4	91

ELEMENT	DAMAGE	LETTERS
	55	Y

DESCRIPTION

Multiple attacks w/spear



NUMBER	NAME	MB
78	DarkMan	72

ELEMENT	DAMAGE	LETTERS
	30	D

DESCRIPTION

Creates 3 caves in enemy area



NUMBER	NAME	MB
??	Punk	92

ELEMENT	DAMAGE	LETTERS
	180	P

DESCRIPTION

Spins and smashes enemies!






## Giga Chips

Blue only


White only




NUMBER	NAME	MB
1	FoldrBak	99
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION		
Restores all chips & folders		



NUMBER	NAME	MB
1	NavRcycl	50
ELEMENT	DAMAGE	LETTERS
		*
DESCRIPTION		
Recalls last Navi used		




NUMBER	NAME	MB
2	Bass+	98
ELEMENT	DAMAGE	LETTERS
	550	X
DESCRIPTION		
Dark chip Smashes panels!		



NUMBER	NAME	MB
2	Bass	98
ELEMENT	DAMAGE	LETTERS
	90	X
DESCRIPTION		
Dark chip Explodes for 3 sq		




NUMBER	NAME	MB
3	DarkAura	55
ELEMENT	DAMAGE	LETTERS
		A
DESCRIPTION		
Dark chip repels <300 atks		




NUMBER	NAME	MB
3	Serenade	97
ELEMENT	DAMAGE	LETTERS
	100	S
DESCRIPTION		
Dark chip Holy pwr to front		




NUMBER	NAME	MB
4	DeltaRay	92
ELEMENT	DAMAGE	LETTERS
	220	Z
DESCRIPTION		
Use A btn for up to 3 attacks		



NUMBER	NAME	MB
4	Balance	60
ELEMENT	DAMAGE	LETTERS
		Y
DESCRIPTION		
Both HP reduced by half!		




NUMBER	NAME	MB
5	AlphaArmΩ	97
ELEMENT	DAMAGE	LETTERS
	500	V
DESCRIPTION		
Launches a giant rocket!		




NUMBER	NAME	MB
5	AlphaArmΣ	97
ELEMENT	DAMAGE	LETTERS
	50	V
DESCRIPTION		
3-stage electric attack!		







NUMBER	NAME	MB
6	GutsManV5	79
ELEMENT	DAMAGE	LETTERS
	120	G
DESCRIPTION		
Sneaks up to smash panels!		



NUMBER	NAME	MB
14	DrillMnV5	82
ELEMENT	DAMAGE	LETTERS
	150	D
DESCRIPTION		
3 drills fly at enemies!		



NUMBER	NAME	MB
7	ProtoMnV5	98
ELEMENT	DAMAGE	LETTERS
	240	B
DESCRIPTION		
Moves in to slice the enemy		




NUMBER	NAME	MB
15	MetalMnV5	90
ELEMENT	DAMAGE	LETTERS
	250	M
DESCRIPTION		
Iron fist smashes 1 square!		



NUMBER	NAME	MB
8	FlashMnV5	89
ELEMENT	DAMAGE	LETTERS
elec	150	F
DESCRIPTION		
Flash atk paralyzes enemy		




NUMBER	NAME	MB
16	KingManV5	84
ELEMENT	DAMAGE	LETTERS
	280	K
DESCRIPTION		
Move up 3 square & 4-way hit		




NUMBER	NAME	MB
9	BeastMnV5	84
ELEMENT	DAMAGE	LETTERS
	80	B
DESCRIPTION		
Claw atk 3 squares ahead!		



NUMBER	NAME	MB
17	MistMnV5	80
ELEMENT	DAMAGE	LETTERS
	170	M
DESCRIPTION		
Appears from mist & attacks		




NUMBER	NAME	MB
10	BubblMnV5	86
ELEMENT	DAMAGE	LETTERS
wood	20	B
DESCRIPTION		
Fires several AquaShots		




NUMBER	NAME	MB
18	BowlMnV5	88
ELEMENT	DAMAGE	LETTERS
	180	B
DESCRIPTION		
Lines up pins for a strike!		




NUMBER	NAME	MB
11	DesrtMnV5	80
ELEMENT	DAMAGE	LETTERS
	210	D
DESCRIPTION		
Launches fists at enemies!		



NUMBER	NAME	MB
19	DarkManV5	88
ELEMENT	DAMAGE	LETTERS
	30	D
DESCRIPTION		
Creates 3 caves in enmy area		



NUMBER	NAME	MB
12	PlantMnV5	80
ELEMENT	DAMAGE	LETTERS
wood	60	P
DESCRIPTION		
Vines harm all enemies!		



NUMBER	NAME	MB
20	JapanMnV5	94
ELEMENT	DAMAGE	LETTERS
	60	Y
DESCRIPTION		
Multiple attacks w/spear		



NUMBER	NAME	MB
13	FlamManV5	82
ELEMENT	DAMAGE	LETTERS
fire	240	F
DESCRIPTION		
Flames burn all enemies!		



NUMBER	NAME	MB
??	BassGS	99
ELEMENT	DAMAGE	LETTERS
	700	X
DESCRIPTION		
Bass' secret weapon		



## 3.2: EXTRA FOLDERS LIST

As you progress through the game, you can earn pre-set extra Folders to use as backups. However, you can only carry one of these extra Folders at a time.

### XTRAFOLD

Location: Email from Dad, ACDC Square

Cannon A x4	ShotGun J x4	V-Gun D x4
SideGun S x4	AirShotI * x4	MiniBomb B x4
Sword L x4	WideSword L	AreaGrab L

### PREFOLD

Location: NI Preliminaries, SciLab Square

Ratton A x2	Ratton F x2	ShotGun F x2
ShotGun *	V-Gun G x2	V-Gun *
SideGun Y x2	SideGun *	Spreader M
Spreader N	Spreader O	DashAtk G
Lance H	PanelGrab Y x2	Guard * x4
Sword Y	WideSword Y	LongSword Y
	Atk+10 * x3	

### HOESFOLD

Location: Hades Isle

Bubbler A x2	HeatShot B x2	SnglBomb D x3
CannBall D x3	Burner S x4	BoomerI H x4
WideSword D	LongSword E	FireSword F
AquaSword N	ElecSword V	BambSword W
Recov80 D x2	Atk+10 *	Roll R
GutsMan G	GutsManV2 G	

### NI-FLORA

Location: Hades Isle Folderboy

HiCannon H x2	HiCannon I	HiCannon J
SonicWav G x3	ZapRingI A x2	ZapRingI *
Lance Z	Boomer H	Burner F
Invis * x2	Sword Y	WideSword Y
LongSword Y	LongSword L	LongSword R
FireSword F	AquaSword A	ElecSword E
BambSword W	VarSword C	AreaGrab * x2
Roll R	FlashMan F	BeastMan B

### NI-FLORB

Location: Hades Isle

Cannon A	Cannon B x2	Cannon C
AirShotI * x4	Bubbler * x4	HeatShot * x4
ZapRing A	ZapRing M	ZapRing P
ZapRing *	Yo-Yol C	Yo-Yol E
Yo-Yol G	Yo-Yol *	Recov30 F
Recov30 H	Recov30 M	Recov80 D
Roll R	GutsMan G	

### NI-FLORC

Location: Hades Isle

MiniBomb * x2	SnglBomb H x4	CannBall P x4
Hammer T x2	PanelOut3 * x4	Recov10 *
Recov30 *	Recov50 *	Recov80 *
PanelGrab * x2	AreaGrab * x2	Repair *
Snake I x3	Atk+10 *	Wood+30 *

### NI-FLORD

Location: Hades Isle

Sword Y x4	WideSword L x4	PanelGrab * x2
AreaGrab *	SnglBomb T	CannBall P
AirSword R	ShockWav D	GutPunch C
DashAtk Z	Burner O	RattonI A
Hammer G	ZapRing M	Yo-Yol F
Lance H	Boomer J	PlasmaI B
Wind *		

### FLOR2

Location: Gift from Tora in SciLab

This Folder is unique in that it adds a third Folder to you PET. This one is fully customizable and will not be overwritten by the other Folders acquired.

RattonI H x4	ZapRingI S x3	ZapRing2 H x3
IceWavel W x4	MiniBomb * x3	WideSword E
CustSword V	Slasher D	Pawn E
Knight U	Rook O	AreaGrab L
Recov50 * x4	Atk+10 * x2	

### FAMFOLD

Location: DNN Lobby after Alpha's defeat

ZapRing A x2	MetaGel C x3	BoomerI F x3
Tornado T x2	SpiceI S x3	PlasmaI J x3
Burner O	LavaStge T	IceStage G
GrassStg *	SandStge B	Fire+30
Aqua+30	Elec+30	Wood+30
FlashMan F	BubblMan B	BeastMan B
FlamMan F	PlantMan P	



## 3.3: PROGRAM ADVANCES

When certain Battle Chips are selected in the right order, they combine to form a powerful new attack called a Program Advance. These new moves are key to deleting Viruses and boss Navis in record time, but can be difficult to set up without proper Folder organizing.

Remember, you can substitute the \*-code Chips in your combination for Program Advance when applicable. You can only use one \* Chip, and it must be in the same order as the code it's replacing.

### #1 Z-Cannon1

Code Combination Cannon A/B/C, B/C/D, C/D/E

Damage (per hit) 40

Grants five seconds of Invisibility and rapid Cannon fire.

### #2 Z-Cannon2

Code Combination HiCannon H/I/J, I/J/K, J/K/L

Damage (per hit) 60

Grants five seconds of Invisibility and rapid HiCannon fire.

### #3 Z-Cannon3

Code Combination M-Cannon O/P/Q, P/Q/R, Q/R/S

Damage (per hit) 80

Grants five seconds of Invisibility and rapid M-Cannon fire.

### #4 Z-Punch

Code Combination GutPunch B/C/D, C/D/E, D/E/F

Damage (per hit) 80

Grants five seconds of Invisibility and rapid GutPunch use.

### #5 Z-Strgt

Code Combination GutStrgt O/P/Q, P/Q/R, Q/R/S

Damage (per hit) 100

Grants five seconds of Invisibility and rapid GutStrgt use.

### #7 Z-Varibl

Code Combination VarSwrd B/C/D, C/D/E, D/E/F

Damage (per hit) 160

Grants five seconds of Invisibility and rapid VarSwrd use.

### #8 Z-Yoyo1

Code Combination Yo-Yo1 C/D/E, D/E/F, E/F/G

Damage (per hit) 40

Grants five seconds of Invisibility and rapid Yo-Yo1 use.

### #9 Z-Yoyo2

Code Combination Yo-Yo2 H/I/J, I/J/K, J/K/L

Damage (per hit) 50

Grants five seconds of Invisibility and rapid Yo-Yo2 use.

### #10 Z-Yoyo3

Code Combination Yo-Yo3 M/N/O, N/O/P, O/P/Q

Damage (per hit) 60

Grants five seconds of Invisibility and rapid Yo-Yo3 use.

### #11 Z-Step1

Code Combination StepSwrd L/M/N, M/N/O, N/O/P

Damage (per hit) 130

Grants five seconds of Invisibility and rapid StepSwrd use.

### #12 Z-Step2

Code Combination StepCros L/M/N, M/N/O, N/O/P

Damage (per hit) 130

Grants five seconds of Invisibility and rapid StepSwrd use.

### #13 BubSprd

Code Combination Bubbler/Bub-V/BubSide E

Damage (per hit) 300

A single-shot Water attack with a 3x3 grid spread when it connects.

### #14 HeatSprd

Code Combination HeatShot/Heat-V/HeatSide J

Damage (per hit) 300

A single-shot Fire attack with a 3x3 grid spread when it connects.

### #15 H-Burst

Code Combination Spreader M/N/O, N/O/P, O/P/Q

Damage (per hit) 100

A multi-shot attack with a 3x3 grid spread when it connects.

### #16 LifeSword

Code Combination Sword/LongSwrd/WideSwrd E, L, Y

Damage (per hit) 400

A sword strike with a 2-column by 3-row range.

### #17 ElemSwrd

Code Combination FireSwrd/AquaSwrd/ElecSwrd/BambSwrd N, P

Damage (per hit) 150

A four-stroke wide sword attack using each Element sword.



## #18 EvilCut



Code Combination StepSword/HeroSword/StepCross P

Damage (per hit) 150

A two-panel step followed by a three-blade strike.

## #19 HyperRat



Code Combination Ratton1/Ratton2/Ratton3 A, C, F

Damage (per hit) 500

Sends a super-fast large Ratton across the field to seek the closest enemy.

## #20 TimeBomb



Code Combination TimeBomb J/K/L, K/L/M, L/M/N

Damage (per hit) 500

A huge TimeBomb drops into enemy territory.

## #21 GelRain



Code Combination MetaGel1 B/C/D, MetaGel2 E/F/G, MetaGel3 S/T/U

Damage (per hit) 150

An expanded form of the MetaGel Chip, stealing the left two columns of the enemy field.

## #22 EverCrse

Code Combination CrsShld1/CrsShld2/CrsShld3 C, L

Damage (per hit) 100

Used like a normal CrsShld Chip, when used the Dominerd bites all enemies on the field.



## #23 MomQuake



Code Combination RockCube \*/RockCube \*/GodStone S

Damage (per hit) 200

A long rain of rubble falls from the sky in ran-

## #24 PoisPhar



Code Combination PoisMask/PoisFace/Anubis A

Damage (per second) 60

A purple PharaohMan drops into the field, filling the enemy side with a powerful poison gas.

## #25 BodyGrd



Code Combination AntiDmg/AntiNavi/Muramasa M

Damage (per hit) 100

A series of shuriken drop from the sky in a steady rain.

## #27 BigHeart

Code Combination HolyPanl/Recov300/Roll R

Damage (per hit) 50

This PA can use any version of the Roll Chip. Roll hits the closest enemy rapidly, then restores 300 of MegaMan's HP.



## #28 GtsShoot



Code Combination Guard \*/DashAtk G/GutsMan G

Damage (per hit) 300

This PA can use any version of the GutsMan Chip. GutsMan hurls MegaMan across the row,

## #29 DeuxHero



Code Combination CustSword/VarSword/ProtoMan B

Damage (per hit) 70

This PA can use any version of the ProtoMan Chip. ProtoMan appears beside MegaMan, and the two attack every enemy panel numerous times.

## #30 2xHero



Code Combination Slasher/CustSword/VarSword/ProtoMan B

Damage (per hit) 70

This PA can use any version of the ProtoMan Chip. An even more powerful (and colorful) version of the DeuxHero PA, with more hits.

## #31 PrixPow

Code Combination Team1 \*/Team2 \*/KingManV5 K, Team1 \*/Team2 \*/MistManV5 M, Team1 \*/Team2 \*/BowlManV5 B

Damage (per hit) 300

BowlMan appears, using his GatlingPin to fire off multiple MistMan Majin Tackles. To finish, KingMan leaps three squares forward, this time damaging the panel upon which he actually lands.



## #32 MstrStyl

Code Combination Salamndr/Fountain/Bolt/GaiaBlad \*

Damage (per hit) 100

MegaMan splits into three different Navis, striking numerous times with different tactics and Elements, finishing off with a powerful full-screen explosion.





## 3.4: STYLE CHANGES

MegaMan undergoes his first Style Change while chasing BubbleMan's lackeys across the Internet. This new form gives MegaMan new powers and advantages, and far more battle options than his standard form.

Upon a Style Change, MegaMan becomes one of six different Styles matched with an Element, depending on the methods of battle you most frequently use (and which version of the game you're playing). It's possible to switch freely from his normal style to his new Elemental Style and back from the menu, should you enter an area where your Element is a disadvantage.

By continuing to fight random-encounter battles in a Style, MegaMan eventually levels up, at which point you can choose to continue in this Style or pick a new one. Be aware that if you choose to try a new Style, you will not earn it until your next level-up opportunity. When you have reached the highest level of your chosen Style, at the next change you automatically begin with a new Style.

As you level up your Style, you earn unique Program Blocks for your Navi Customizer. When combined with each Style's inherent powers, you can truly build a MegaMan to be reckoned with.

### Element Types

#### HEAT ELEMENT

In Heat form, Lava Panels are no threat. MegaMan's charged Buster is transformed into a powerful flamethrower that reaches across three columns, breaking past obstacles and potentially earning multiple hits. Though it's a powerful attack, there is a pause before it's activated, and MegaMan is also immobile during its use.



#### AQUA ELEMENT

This liquid form gives MegaMan all the traction he needs to handle Ice Panels without slipping around. The charged Buster now becomes a Bubbler shot, complete with a one-panel splash-back effect.



#### WOOD ELEMENT

Grazing in the grass is a gas, since MegaMan automatically regenerates HP by standing on Grass Panels in this Element. The charged Buster becomes a powerful multi-hit whirlwind attack, but it only affects a single panel two columns ahead, leaving the back column a safe zone for Viruses.



#### ELEC ELEMENT

While this high-voltage version of MegaMan lacks any Panel-based advantage, the charged Buster now hurls ZapRings at foes, stunning them for a few precious seconds, setting them up for more powerful Chip attacks.

### Style Types

#### GUTS STYLE

With an emphasis on Buster attacks, the Guts Style gives MegaMan the Guts Machinegun, a rapid-fire Buster assault activated with rapid presses of the B Button. With Buster attack Programs installed, this can be a terror.



Program Color - Red

Level 2 Program: SprArmor (80 battles)

Level 3 Program: BrakBust (100 battles)

Level 4 Program: BrakChrg (130 battles)

#### SHIELD STYLE

Defense! Defense! Defense! By using more defensive/recovery Chips, MegaMan evolves into a Shield style. He starts each battle with a 1-point barrier, and with the Program blocks he earns, he gains a Guard-like move activated by pressing the B button and back on the control pad simultaneously.



Program Color - Blue

Level 2 Program: Block (50 battles)

Level 3 Program: Shield (80 battles)

Level 4 Program: Reflect (180 battles)

#### CUSTOM STYLE

With frequent Chip combos, MegaMan evolves into this Chip-savvy Style. At the beginning of every battle, MegaMan has six Chips to choose from instead of five. With the extra Programs earned in this style installed, you shouldn't want for choice of chips in a fight.



Program Color - Blue

Level 2 Program: Custom1 (50 battles)

Level 3 Program: Custom1 yellow (100 battles)

Level 4 Program: Custom2 (160 battles)





## TEAM STYLE

MegaMan evolves into this style with the extensive use of Navis. Get a little more help from your friends with the default ability to have an extra Mega Chip in your Folder. By installing the Programs you earn by leveling up, you can have up to ten Mega Chips in your folder ready for combat!

### Program Color - Green

Level 2 Program: MegFldr1 (50 battles)

Level 3 Program: MegFldr1 pink (100 battles)

Level 4 Program: MegFldr2 (160 battles)



## GROUND STYLE (WHITE ONLY)

By making frequent use of Chips that change the battlefield conditions, MegaMan gains some boots that were made for stomping. This Style's Programs are all geared towards altering the field conditions, and the charge shot cracks panels when it connects with an enemy. When combined with the Fire or Aqua Elements' charged attacks, you can crack multiple panels as well.

### Program Color - Green

Level 2 Program: SetGreen (50 battles)

Level 3 Program: SetIce (50 battles)

Level 4 Program: SetLava (50 battles)

Level 5 Program: SetHoly (200 battles)



## BUG STYLE

This bizarre Style is born of an interesting tactic: by battling with an improperly Customized MegaMan. When used, any bugs caused by the Customizer are nullified, but each battle MegaMan starts with a random selection of bugs. Most of the effects are positive, like starting with 10 available Battle Chips, your Buster levels set at maximum or even temporary invulnerability. But there's negative effects as well, including loss of HP and being pulled to the top or bottom rows of the battlefield. It's a risky Style to use, but can reap big rewards, especially with its earned Program Blocks.



### Program Color - Dark

Level 2 Program: BugStop (120 battles)

Level 3 Program: DarkLcns (200 battles)

## SHADOW STYLE (BLUE ONLY)

Evasion is the forte of this Style, brought on by frequent use of Invis Chips. The charged Buster does not form an attack, but instead turns the now ninja-like MegaMan invisible for a few seconds. The Programs earned are also all about evasion tactics as well.

### Program Color - Red

Level 2 Program: ShdwShoe (60 battles)

Level 3 Program: FlotShoe (120 battles)

Level 4 Program: AntiDmg (150 battles)





# 3.5: VIRUS LIST

NAME	HP	ELMT	ITEMS
<b>Mettaur</b>	40	None	Guard *, DynaWave EN (White), QT (Blue), BigWave MY (White), EP (Blue), 30~500Z
<b>ATTACK</b>			
<b>Shockwave (10dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Mettaur2</b>	60	None	Guard *, SonicWave GMW (White), G1S (Blue), 30~400Z
<b>ATTACK</b>			
<b>SonicWave (40dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Mettaur3</b>	120	None	Guard *, DynaWave EN (White), QT (Blue), BigWave MY (White), EP (Blue), 30~500Z
<b>ATTACK</b>			
<b>DynaWave (80dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>MettaurΩ</b>	160	None	1000Z
<b>ATTACK</b>			
<b>BigWave (150dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Canodumb</b>	60	None	Cannon ABC* (White), CDE* (Blue), 30~300Z
<b>ATTACK</b>			
<b>Cannon (10dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Canodumb2</b>	90	None	HiCannon HJL* (White), IJKL (Blue), 30~400Z
<b>ATTACK</b>			
<b>HiCannon (50dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Canodumb3</b>	130	None	M-Cannon OQRS (White), PQRS (Blue), 30~500Z
<b>ATTACK</b>			
<b>M-Cannon (100dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Canodum Ω</b>	180	None	1000Z
<b>ATTACK</b>			
<b>Cannon (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Fishy</b>	90	None	DashAtk DG* (White), CGZ* (Blue), 30~250Z
<b>ATTACK</b>			
<b>Dash Attack (30dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Fishy2</b>	150	Fire	Burning FS (White), AR (Blue), Burner BFV (White), BQS (Blue), 30~400Z
<b>ATTACK</b>			
<b>Dash Attack (60dmg), Flames (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Fishy3</b>	240	None	Condor BLZ (White), BIS (Blue), 30~400Z
<b>ATTACK</b>			
<b>Dash Attack (90dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>FishyΩ</b>	300	None	1000Z
<b>ATTACK</b>			
<b>Dash Attack</b>			

NAME	HP	ELMT	ITEMS
<b>Swordy</b>	90	None	LongSword ELRY (White), EILR (Blue), 30~350Z
<b>ATTACK</b>			
<b>Long Sword (30dmg) Wide Sword (30dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Swordy2</b>	140	Fire	FireSword FNPU, 30~450Z
<b>ATTACK</b>			
<b>Long Sword (60dmg) Wide Sword (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Swordy3</b>	220	Water	AquaSword AHNPT, 30~550Z
<b>ATTACK</b>			
<b>Long Sword (100dmg) Wide Sword (100dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>SwordyΩ</b>	320	None	1000Z
<b>ATTACK</b>			
<b>Long Sword (200dmg) Wide Swrd (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Ratty</b>	40	None	Ratton1 ACHJ (White), ACFH (Blue), 30~350Z
<b>ATTACK</b>			
<b>Ratton (20dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Ratty2</b>	100	None	Ratton2 ACNO (White), ACFO (Blue), 30~450Z
<b>ATTACK</b>			
<b>Ratton (50)</b>			

NAME	HP	ELMT	ITEMS
<b>Ratty3</b>	160	None	Ratton3 ACRS (White), AFRS (Blue), 30~550Z
<b>ATTACK</b>			
<b>Ratton (80dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>RattyΩ</b>	230	None	1000Z
<b>ATTACK</b>			
<b>Ratton (150dmg)</b>			

HardHead, ColdHead, HotHead and HardHedΩ are vulnerable only when their mouth is open

NAME	HP	ELMT	ITEMS
<b>HardHead</b>	80	None	CannBall DL (White), AP (Blue), 30~400Z
<b>ATTACK</b>			
<b>Cannonball (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>ColdHead</b>	120	Water	IceBall M*, 30Z
<b>ATTACK</b>			
<b>IceBall (100dmg Water)</b>			

NAME	HP	ELMT	ITEMS
<b>HotHead</b>	200	Fire	LavaBall BH* (White), CN* (Blue), 30~500Z
<b>ATTACK</b>			
<b>LavaBall (100dmg Fire)</b>			

NAME	HP	ELMT	ITEMS
<b>HardHedΩ</b>	300	None	1000Z
<b>ATTACK</b>			
<b>CannonBall (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Jelly</b>	170	Water	Wave ST (White), EL (Blue), 30~550Z
<b>ATTACK</b>			
<b>Wave (50dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>HeatJelly</b>	220	Fire	RedWave BU (White), FR (Blue), 30~650Z
<b>ATTACK</b>			
<b>RedWave (100dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>ErthJelly</b>	270	Wood	MudWave GZ (White), DV (Blue), 30~700Z
<b>ATTACK</b>			
<b>MudWave (150dmg wood)</b>			

NAME	HP	ELMT	ITEMS
<b>JellyΩ</b>	370	Water	1000Z
<b>ATTACK</b>			
<b>Wave (200dmg Water)</b>			

NAME	HP	ELMT	ITEMS
<b>Shrimpy</b>	100	Water	Bubbler ACDE (White), CDEP (Blue), 30~400Z
<b>ATTACK</b>			
<b>Bubbler (30dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>Shrimpy2</b>	130	Water	Bub-V DEFS (White), DEFV (Blue), 30~500Z
<b>ATTACK</b>			
<b>Bubble-V (60dmg Water)</b>			

NAME	HP	ELMT	ITEMS
<b>Shrimpy3</b>	160	Water	BubSide EFGH (White), BEFG (Blue), 30~600Z
<b>ATTACK</b>			
<b>Bubble Side (90dmg Water)</b>			

NAME	HP	ELMT	ITEMS
<b>ShrimpyΩ</b>	200	Water	1000Z
<b>ATTACK</b>			
<b>Bubbler (150dmg Water)</b>			

NAME	HP	ELMT	ITEMS
<b>Spikey</b>	90	Fire	HeatShot BHJ (White), HJUP (Black)
<b>ATTACK</b>			
<b>HeatShot (30dmg Fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Spikey2</b>	140	Fire	Heat-V FIUKV, 30~450Z
<b>ATTACK</b>			
<b>Heat-V (60dmg Fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Spikey3</b>	190	Fire	HeatSide JKLT (White), CJKL (Blue), 30~550Z
<b>ATTACK</b>			
<b>HeatSide (90dmg Fire)</b>			

NAME	HP	ELMT	ITEMS
<b>SpikeyΩ</b>	260	Fire	1000Z
<b>ATTACK</b>			
<b>HeatShot (150dmg Fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Bunny</b>	40	Elec	ZapRing1 AMPQ (White), AMPS (Blue), 30~300Z
<b>ATTACK</b>			
<b>ZapRing (15dmg Elec)</b>			

NAME	HP	ELMT	ITEMS
<b>TuffBunny</b>	100	Elec	ZapRing2 GNRW (White), BGRW (Blue), 30~400Z
<b>ATTACK</b>			
<b>ZapRing (60dmg Elec)</b>			

NAME	HP	ELMT	ITEMS
<b>MegaBunny</b>	160	Elec	ZapRing3 CEOZ (White), CEOT (Blue), 30~500Z
<b>ATTACK</b>			
<b>ZapRing (90dmg Elec)</b>			

NAME	HP	ELMT	ITEMS
<b>BunnyΩ</b>	220	Elec	1000Z
<b>ATTACK</b>			
<b>ZapRing (150dmg Elec)</b>			

NAME	HP	ELMT	ITEMS
<b>WindBox</b>	100	None	Wind *, 30Z
<b>ATTACK</b>			
<b>Wind (0dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>VacuumFan</b>	100	None	Fan *, 30~500Z
<b>ATTACK</b>			
<b>Fan (0dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>StormBox</b>	300	None	500Z
<b>ATTACK</b>			
<b>Wind (0dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>WindBoxΩ</b>	500	None	1000Z
<b>ATTACK</b>			
<b>Fan (0dmg)</b>			

Puffball, Poofball, Goofball and PuffballΩ are vulnerable only when Mask is out

NAME	HP	ELMT	ITEMS
<b>Puffball</b>	120	Wood	PoisMask ANQ* (White), AFV* (Blue), 30~400Z
<b>ATTACK</b>			
<b>PoisonMask (50dmg) Posion Gas (7.5dmg/sec)</b>			

NAME	HP	ELMT	ITEMS
<b>Poofball</b>	220	Wood	PoisFace ANQ* (White), AVW* (Blue), 30~600Z
<b>ATTACK</b>			
<b>PoisonFace (80dmg) Poison Gas (10dmg/sec)</b>			

NAME	HP	ELMT	ITEMS
<b>Goofball</b>	280	Wood	500Z
<b>ATTACK</b>			
<b>PoisonMask (120dmg) PosionGas (15dmg/sec)</b>			

NAME	HP	ELMT	ITEMS
<b>PuffballΩ</b>	400	Wood	1000Z
<b>ATTACK</b>			
<b>PoisonMask (200dmg) Poison Gas (30dmg/sec)</b>			

NAME	HP	ELMT	ITEMS
<b>Mushy</b>	50	Wood	Spice3 DSZ* (White), BIS* (Blue), 30~400Z
<b>ATTACK</b>			
<b>BadSpice (50dmg Wood))</b>			

NAME	HP	ELMT	ITEMS
<b>Mashy</b>	100	Wood	Spice2 FIKR (White), CIKR (Blue), 30~500Z
<b>ATTACK</b>			
<b>BadSpice (80dmg Wood)</b>			

NAME	HP	ELMT	ITEMS
<b>Moshy</b>	160	Wood	Spice3 DFJO (White), DFJO (Blue), 30~600
<b>ATTACK</b>			
<b>BadSpice (120dmg Wood)</b>			

NAME	HP	ELMT	ITEMS
<b>MushyΩ</b>	200	Wood	1000Z
<b>ATTACK</b>			
<b>Spice (200dmg Wood)</b>			





NAME	HP	ELMT	ITEMS
<b>Dominerd</b>	<b>100</b>	<b>None</b>	CrsShld1 CLP* (White), CHL* (Blue), 30~500Z
<b>ATTACK</b>			
<b>CurseShield (50dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Dominerd2</b>	<b>170</b>	<b>None</b>	CrsShld2 CLT (White), BCS (Blue), 30~550Z
<b>ATTACK</b>			
<b>CurseShield (100dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Dominerd3</b>	<b>220</b>	<b>None</b>	CrsShld3 LR (White), CE (Blue), 30~600Z
<b>ATTACK</b>			
<b>CurseShield (150dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>DominerdΩ</b>	<b>300</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>CurseShield (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Yort</b>	<b>120</b>	<b>None</b>	Yo-Yo1 CEG (White), DEFG (Blue), 30~Z
<b>ATTACK</b>			
<b>Yo-Yo (20dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Yurt</b>	<b>160</b>	<b>None</b>	Yo-Yo2 HJL (White), HJLK (Blue), 30~Z
<b>ATTACK</b>			
<b>Yo-Yo (40dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Yart</b>	<b>210</b>	<b>None</b>	Yo-Yo3 MNOP (White), MNOQ (Blue), 30~Z
<b>ATTACK</b>			
<b>Yo-Yo (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>YortΩ</b>	<b>420</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Yo-Yo (80dmg)</b>			

Shadow, RedDevil, BlueDemon and ShadowΩ vulnerable only to Sword attacks

NAME	HP	ELMT	ITEMS
<b>Shadow</b>	<b>130</b>	<b>None</b>	Shadow HJL* (White), JNQ* (Blue), 30~500Z
<b>ATTACK</b>			
<b>Dark Weapon (50dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>RedDevil</b>	<b>170</b>	<b>None</b>	500Z
<b>ATTACK</b>			
<b>Dark Weapon (100dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BlueDemon</b>	<b>210</b>	<b>None</b>	500Z
<b>ATTACK</b>			
<b>Dark Weapon (150dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>ShadowΩ</b>	<b>250</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Dark Weapon (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BrushMan</b>	<b>120</b>	<b>None</b>	HolyPnl LRU* (White), EJR* (Blue), 30~600Z
<b>ATTACK</b>			
<b>(50dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BrushMan2</b>	<b>170</b>	<b>None</b>	500Z
<b>ATTACK</b>			
<b>(100dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BrushMan3</b>	<b>220</b>	<b>None</b>	500Z
<b>ATTACK</b>			
<b>(150dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BrushManΩ</b>	<b>300</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>(200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Beetle</b>	<b>90</b>	<b>None</b>	SnglBomb JT* (White), DFW* (Blue), 30~250Z
<b>ATTACK</b>			
<b>Bomb (20dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Deetle</b>	<b>130</b>	<b>None</b>	DublBomb AHQ* (White), ACK* (Blue), 30~350Z
<b>ATTACK</b>			
<b>Double Bomb (50dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Geetle</b>	<b>170</b>	<b>None</b>	TrplBomb ENW (White), EIP (Blue), 30~600Z
<b>ATTACK</b>			
<b>Triple Bomb (80dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>BeetleΩ</b>	<b>220</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Triple Bomb (140dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Metrid</b>	<b>150</b>	<b>Fire</b>	RndMetr ESVZ (White), EISV (Blue), 30~550Z
<b>ATTACK</b>			
<b>Meteor (40dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Metrod</b>	<b>200</b>	<b>Fire</b>	HoleMetr CHJN (White), CHJQ (Blue), 30~650Z
<b>ATTACK</b>			
<b>Meteor (80dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Metrodo</b>	<b>250</b>	<b>Fire</b>	ShotMetr AFY (White), ADS (Blue), 30~700Z
<b>ATTACK</b>			
<b>Meteor (120dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>MetridΩ</b>	<b>300</b>	<b>Fire</b>	1000Z
<b>ATTACK</b>			
<b>Meteor (200dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>SnowBlow</b>	<b>100</b>	<b>None</b>	AirStrm1 HOS (White), AFS (Blue), 30~0Z
<b>ATTACK</b>			
<b>Fan (0dmg) HockStorm (30dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>LowBlow</b>	<b>140</b>	<b>None</b>	AirStrm2 CMW (White), GHM (Blue), 30~0Z
<b>ATTACK</b>			
<b>Fan (0dmg) HockStorm (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>MoBlow</b>	<b>180</b>	<b>None</b>	AirStrm3 AGV (White), AGN (Blue), 30~0Z
<b>ATTACK</b>			
<b>Fan (0dmg) HockStorm (90dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>SnowBlowΩ</b>	<b>300</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Fan (0dmg) HockStorm (120dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>KillerEye</b>	<b>140</b>	<b>Elec</b>	Sensor1 KLP (White), CLO (Blue), 30~550Z
<b>ATTACK</b>			
<b>Killer's Eye (50dmg elec)</b>			

NAME	HP	ELMT	ITEMS
<b>DemonEye</b>	<b>190</b>	<b>Elec</b>	Sensor2 ANS (White), GHS (Blue), 30~650Z
<b>ATTACK</b>			
<b>Killer's Eye (100dmg elec)</b>			

NAME	HP	ELMT	ITEMS
<b>JokerEye</b>	<b>240</b>	<b>Elec</b>	Sensor3 BOP (White), BEJ (Blue), 30~600Z
<b>ATTACK</b>			
<b>Killer's Eye (150dmg elec)</b>			

NAME	HP	ELMT	ITEMS
<b>KillerEyeΩ</b>	<b>300</b>	<b>Elec</b>	1000Z
<b>ATTACK</b>			
<b>Killer's Eye (200dmg elec)</b>			

NAME	HP	ELMT	ITEMS
<b>Momogra</b>	<b>60</b>	<b>None</b>	Mole1 DHJ* (White), ADO* (Blue), 30~350Z
<b>ATTACK</b>			
<b>Momo Attack (40dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Momogro</b>	<b>130</b>	<b>None</b>	Mole2 BKR* (White), BGI* (Blue), 30~450Z
<b>ATTACK</b>			
<b>Momo Attack (80dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Momogre</b>	<b>180</b>	<b>None</b>	Mole2 CMQ (White), CEL (Blue), 30~550Z
<b>ATTACK</b>			
<b>Momo Attack (120dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>MomograΩ</b>	<b>250</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Momo Attack (200dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Basher</b>	<b>150</b>	<b>Fire</b>	Magnum1 ACT (White), ACH (Blue), 30Z
<b>ATTACK</b>			
<b>High Magnum (50dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Smasher</b>	<b>200</b>	<b>Fire</b>	Magnum2 BGZ (White), BNO (Blue), 30~600Z
<b>ATTACK</b>			
<b>High Magnum (100dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Trasher</b>	<b>250</b>	<b>Fire</b>	Magnum3 DIS (White), DFW (Blue), 30~600Z
<b>ATTACK</b>			
<b>High Magnum (150dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>BasherΩ</b>	<b>300</b>	<b>Fire</b>	1000Z
<b>ATTACK</b>			
<b>High Magnum (200dmg fire)</b>			

NAME	HP	ELMT	ITEMS
<b>Heavy</b>	<b>100</b>	<b>None</b>	Shake1 EGRS (White), GRSU (Blue), 30~600Z
<b>ATTACK</b>			
<b>Shake (30dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Heavier</b>	<b>150</b>	<b>None</b>	Shake2 ILQ (White), BFL (Blue), 30~450Z
<b>ATTACK</b>			
<b>Shake (60dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Heaviest</b>	<b>200</b>	<b>None</b>	Shake3 DMZ (White), MRT (Blue), 30~600Z
<b>ATTACK</b>			
<b>Shake (90dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>HeavyΩ</b>	<b>300</b>	<b>None</b>	1000Z
<b>ATTACK</b>			
<b>Shake (150dmg)</b>			

NAME	HP	ELMT	ITEMS
<b>Pengi</b>	<b>80</b>	<b>Water</b>	IceWave1 AMQ* (White), KQW* (Blue), 30~400Z
<b>ATTACK</b>			
<b>IceWave (30dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>Penga</b>	<b>100</b>	<b>Water</b>	IceWave2 DLR* (White), DHP* (Blue), 30~500Z
<b>ATTACK</b>			
<b>IceWave (60dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>Pengon</b>	<b>130</b>	<b>Water</b>	IceWave3 CRV (White), DJR (Blue), 30~700Z
<b>ATTACK</b>			
<b>IceWave (90dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>PengiΩ</b>	<b>260</b>	<b>Water</b>	1000Z
<b>ATTACK</b>			
<b>IceWave (150dmg water)</b>			

NAME	HP	ELMT	ITEMS
<b>Viney</b>	<b>120</b>	<b>Wood</b>	Rope1 JMO* (White), DGJ* (Blue), 30~500Z
<b>ATTACK</b>			
<b>Green Rope (60dmg wood)</b>			

NAME	HP	ELMT	ITEMS
<b>Viner</b>	<b>160</b>	<b>Wood</b>	Rope2 EOT (White), EGU (Blue), 30~650Z
<b>ATTACK</b>			
<b>Green Rope (100dmg wood)</b>			

NAME	HP	ELMT	ITEMS
<b>Vinert</b>	<b>200</b>	<b>Wood</b>	Rope3 ITV (White), HTU (Blue), 30~700Z
<b>ATTACK</b>			
<b>Green Rope (120dmg wood)</b>			

NAME	HP	ELMT	ITEMS
<b>VineyΩ</b>	<b>300</b>	<b>Wood</b>	1000Z
<b>ATTACK</b>			
<b>Green Rope (200dmg wood)</b>			

NAME	HP	ELMT	ITEMS
<b>Slimey</b>	<b>90</b>	<b>Water</b>	MetaGel1 BCDY (White), BCDK (Blue), 30~200Z
<b>ATTACK</b>			
<b>Steal Jelly (30dmg water)</b>			



NAME	HP	EL	MT	ITEMS
Slimer	150	Water		MetaGel2 EFGPS, 30~450Z
ATTACK				
Steal Jelly (60dmg water)				

NAME	HP	EL	MT	ITEMS
Slimest	220	Water		MetaGel3 STU, 30~600Z
ATTACK				
Steal Jelly (90dmg water)				

NAME	HP	EL	MT	ITEMS
SlimeyS2	300	Water		1000Z
ATTACK				
Steal Jelly (150dmg water)				

NAME	HP	EL	MT	ITEMS
Elebee	90	Elec		Arrow1 BMQT (White), BEQT (Blue), 30~550Z
ATTACK				
Bee Arrow (30dmg elec)				

NAME	HP	EL	MT	ITEMS
Elewasp	130	Elec		Arrow2 FRUZ (White), FSUZ (Blue), 30~600Z
ATTACK				
Bee Arrow (60dmg elec)				

NAME	HP	EL	MT	ITEMS
Elehornet	170	Elec		Arrow3 BJNP (White), AHNP (Blue), 30~600Z
ATTACK				
Bee Arrow (90dmg elec)				

NAME	HP	EL	MT	ITEMS
ElebeeS2	230	Elec		1000Z
ATTACK				
Bee Arrow (150dmg elec)				

NAME	HP	EL	MT	ITEMS
Needler	90	None		Needler1 MS (White), IR (Blue), 30~400Z
ATTACK				
Needle (30dmg)				

NAME	HP	EL	MT	ITEMS
Nailer	140	None		Needler2 FV (White), HT (Blue), 30~550Z
ATTACK				
Needle (60dmg)				

NAME	HP	EL	MT	ITEMS
Spiker	200	None		Needler3 LOU (White), DLZ (Blue), 30~700Z
ATTACK				
Needle (100dmg)				

NAME	HP	EL	MT	ITEMS
Needlers2	400	None		1000Z
ATTACK				
Needle (200dmg)				

NAME	HP	EL	MT	ITEMS
Trumpy	90	None		Fanfare CLY* (White), EGY* (Blue), 30~350Z
ATTACK				
Fanfare (0dmg)				

NAME	HP	EL	MT	ITEMS
Tuby	150	None		Discord FTZ* (White), DFN* (Blue), 30~550Z
ATTACK				
Discord (0dmg)				

NAME	HP	EL	MT	ITEMS
Tromby	200	None		Timpani ANW* (White), AQU* (Blue), 30~600Z
ATTACK				
Timpani (0dmg)				

NAME	HP	EL	MT	ITEMS
Trumpys2	300	None		1000Z
ATTACK				
Fanfare (0dmg)				

NAME	HP	EL	MT	ITEMS
????	100	None		(30dmg/sec) 30~500Z
ATTACK				
Appetite (50dmg) Absorb				

NAME	HP	EL	MT	ITEMS
????	140	None		(60dmg/sec) 30~600Z
ATTACK				
Appetite (70dmg) Absorb				

NAME	HP	EL	MT	ITEMS
AlphaBug	180	None		(60dmg/sec) 30~700Z
ATTACK				
Appetite (90dmg) Absorb				

NAME	HP	EL	MT	ITEMS
AlphaBugS2	300	None		1000Z
ATTACK				
Appetite (150dmg) Absorb (60dmg/sec)				

NAME	HP	EL	MT	ITEMS
Quaker	80	None		RockArm1 DJP* (White), HOP* (Blue), 30~350Z
ATTACK				
Shockwave (15dmg)				

NAME	HP	EL	MT	ITEMS
Shaker	140	None		RockArm2 GPS* (White), MPV* (Blue), 30~600Z
ATTACK				
Shockwave (40dmg)				

NAME	HP	EL	MT	ITEMS
Breaker	240	None		RockArm3 CTZ (White), CIL (Blue), 30~700Z
ATTACK				
Shockwave (80dmg)				

NAME	HP	EL	MT	ITEMS
Quakers2	360	None		1000Z
ATTACK				
Shockwave (150dmg)				

NAME	HP	EL	MT	ITEMS
N.O	120	None		NoBeam1 CGW (White), CFK (Blue), 30~400Z
ATTACK				
NO Beam (50dmg)				

NAME	HP	EL	MT	ITEMS
N.O-2	160	None		NoBeam2 ESU (White), ISY (Blue), 30~600Z
ATTACK				
NO Beam (80dmg)				

NAME	HP	EL	MT	ITEMS
N.O-3	200	None		NoBeam3 HVZ (White), MWZ (Blue), 30~600Z
ATTACK				
NO Beam (120dmg)				

NAME	HP	EL	MT	ITEMS
N.O-S2	300	None		1000Z
ATTACK				
NO Beam (200dmg)				

NAME	HP	EL	MT	ITEMS
Eleball	80	Elec		Plasma1 BJT (White), DJR (Blue), 30~300Z
ATTACK				
Plasma Ball (20dmg)				

NAME	HP	EL	MT	ITEMS
Elesphere	150	Elec		Plasma2 GKM (White), AKQ (Blue), 30~650Z
ATTACK				
Plasma Ball (50dmg)				

NAME	HP	EL	MT	ITEMS
Eleglobe	200	Elec		Plasma3 FNP (White), INS (Blue), 30~700Z
ATTACK				
Plasma Ball (80dmg)				

NAME	HP	EL	MT	ITEMS
EleballS2	220	Elec		1000Z
ATTACK				
Plasma Ball (160dmg)				

NAME	HP	EL	MT	ITEMS
Volcano	130	Fire		LavaCan1 AGST (White), AGSV (Blue), Volcano A, 30~550Z
ATTACK				
Pyroclast & Ring of Fire (40dmg)				

NAME	HP	EL	MT	ITEMS
Volcaner	180	Fire		LavaCan2 BFMO (White), BDFM (Blue), Volcano G (White), J (Blue), 30~700Z
ATTACK				
Pyroclast & Ring of Fire (80dmg)				

NAME	HP	EL	MT	ITEMS
Volcanest	230	Fire		LavaCan3 EHRW (White), EHWJ (Blue), Volcano Y (White), Z (Blue), 30~0Z
ATTACK				
Pyroclast & Ring of Fire (120dmg)				

NAME	HP	EL	MT	ITEMS
VolcanoS2	330	Fire		1000Z
ATTACK				
Pyroclast & Ring of Fire (200dmg)				

NAME	HP	EL	MT	ITEMS
Totem	100	Fire		Totem1 GHMOV, 30Z
ATTACK				
Pole's Fire (50dmg fire)				

NAME	HP	EL	MT	ITEMS
Totam	160	Fire		Totem2 ACETZ, 30~650Z
ATTACK				
Pole's Fire (100dmg fire)				

NAME	HP	EL	MT	ITEMS
Totun	250	Fire		Totem3 DIKNQ, 30~600Z
ATTACK				
Pole's Fire (150dmg fire)				

NAME	HP	EL	MT	ITEMS
TotemS2	300	Fire		1000Z
ATTACK				
Pole's Fire (200dmg fire)				

NAME	HP	EL	MT	ITEMS
Twins	100	None		Team1 ET* (White), AC* (Blue), Team2 LS* (White), DP* (Blue), 30~0Z
ATTACK				
Eye Power (40dmg)				

NAME	HP	EL	MT	ITEMS
Twinner	150	None		500Z
ATTACK				
Eye Power (70dmg)				

NAME	HP	EL	MT	ITEMS
Twinnest	200	None		500Z
ATTACK				
Eye Power (100dmg)				

NAME	HP	EL	MT	ITEMS
TwinsS2	300	None		1000Z
ATTACK				
Eye Power (200dmg)				

NAME	HP	EL	MT	ITEMS
Scutz	300	Fire		LifeAura D, 30~700Z
ATTACK				
Flame Tower (200dmg fire)				

NAME	HP	EL	MT	ITEMS
Scuttle	300	Water		LifeAura D, 30~700Z
ATTACK				
Ice Cube (200dmg water)				

NAME	HP	EL	MT	ITEMS
Scuttler	300	Elec		LifeAura D, 30~700Z
ATTACK				
Thunder (200dmg elec)				

NAME	HP	EL	MT	ITEMS
Scuttzer	300	Wood		LifeAura D, 30~700Z
ATTACK				
Green Rope (200dmg wood)				

NAME	HP	EL	MT	ITEMS
Scuttlest	200	None		LifeAura D, 30~700Z
ATTACK				
Laser (300dmg)				

NAME	HP	EL	MT	ITEMS
ScutzS2	400	None		1000Z
ATTACK				
Laser (300dmg)				

NAME	HP	EL	MT	ITEMS
Boomer	70	Wood		Boomer1 FJM* (White), FHT* (Blue), 30~350Z
ATTACK				
Boomerang (30dmg wood)				

NAME	HP	EL	MT	ITEMS
Gloomer	140	Wood		Boomer2 EIV* (White), IKN* (Blue), 30~600Z
ATTACK				
Boomerang (60dmg wood)				

NAME	HP	EL	MT	ITEMS
Doomer	180	Wood		Boomer3 LOPZ (White), LPUZ (Blue), 30~700Z
ATTACK				
Boomerang (90dmg wood)				

NAME	HP	EL	MT	ITEMS
BoomerS2	320	Wood		1000Z
ATTACK				
Boomerang (150dmg wood)				

NAME	HP	EL	MT	ITEMS
Number	250	None		1000Z
ATTACK				
Error & Delete (1000dmg elec)				

NAME	HP	EL	MT	ITEMS
Number-M	400	None		1000Z
ATTACK				
Error & Delete (1000dmg elec)				

NAME	HP	EL	MT	ITEMS
Number-G	650	None		1000Z
ATTACK				
Error & Delete (1000dmg elec)				

3.5 VIRUS LIST



# MEGAMAN KICKS OFF HIS 15th ANNIVERSARY CELEBRATION



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*Twice in the last year, the world has found itself on the brink of disaster at the hands of net-criminals. Twice the world has been saved by a rather unlikely duo: LAN HIKARI AND HIS NET NAVI, MEGAMAN.EXE.*



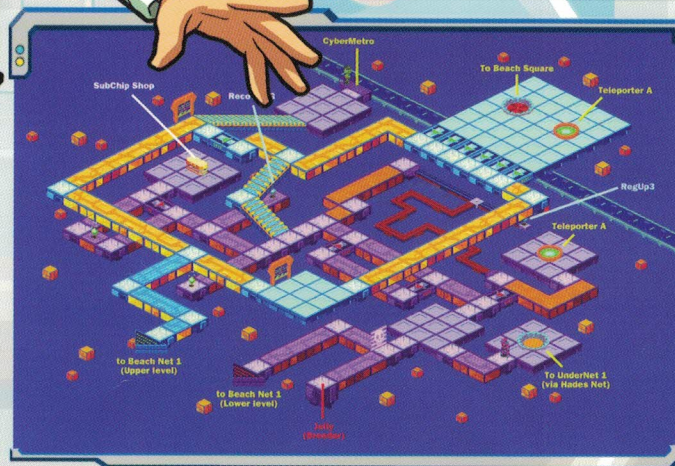
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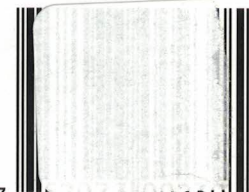


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